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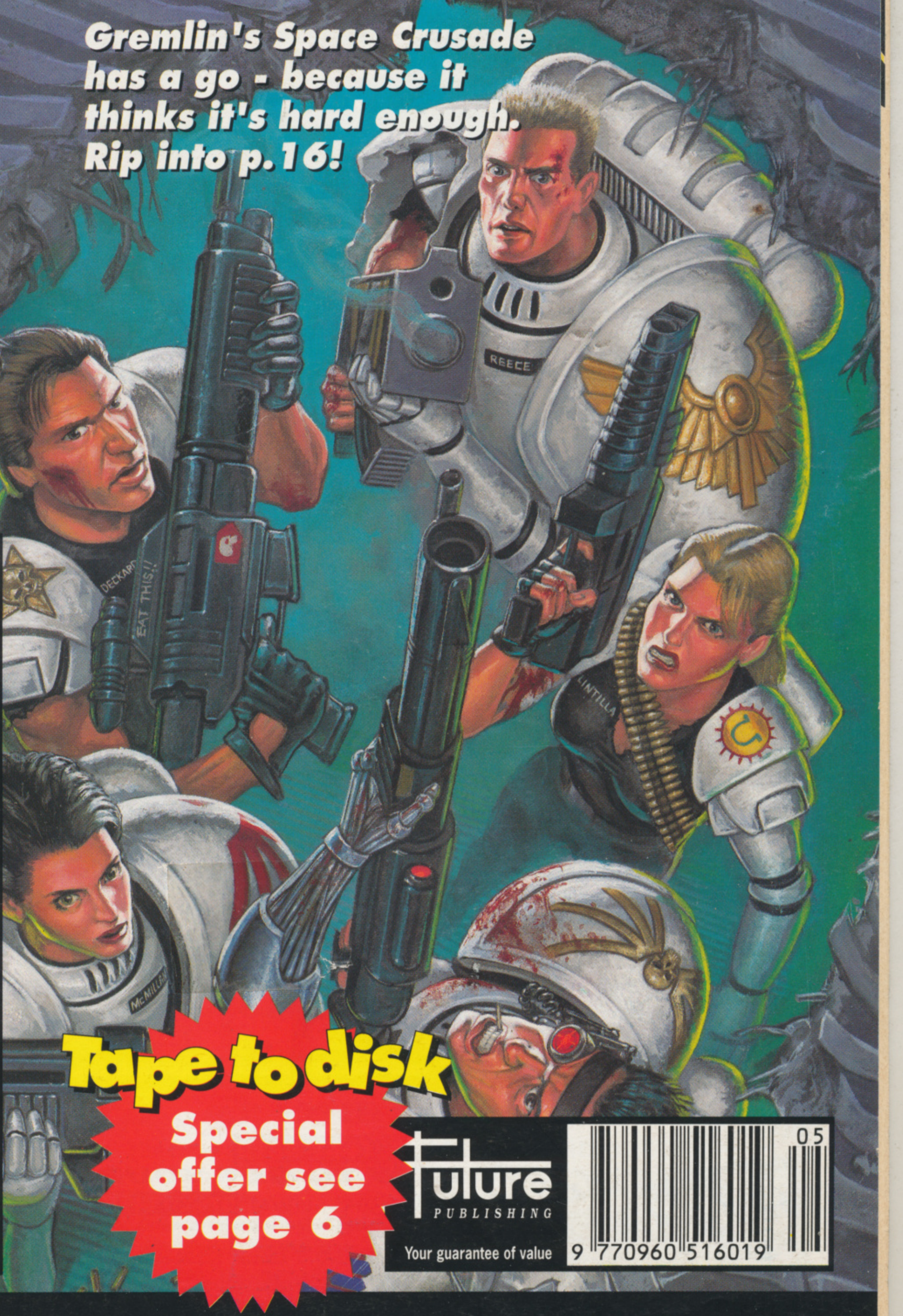
Gremlin's Space Crusade has a go - because it thinks it's hard enough. Rip into p.16!



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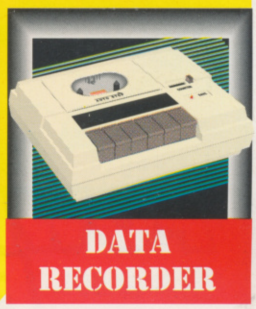

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COMMODORE DISK USER

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20 May 1992

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US GOLD

CF SPECIAL

39 CART TO CART
Want to know what C64 cartridges can really do? Which one's the best for you? Their power is unleashed on p.39

52 NO MORE HEROES
Whatever happened to...? Do old games heroes die or do they just fade away. Stuart Campbell `investigates on p.52

60 COMPO ZONE
Indy Jones and the Fate of Atlantis - the compo. Exclusive goodies are up for grabs in this US Gold 'giveaway'. Whip open p.60 for the full details.

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CF make you an offer you can refuse - but would be silly if you did!

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66 NEXT MONTH
Like this month only different - but how?

Here we go gathering games in May, ga

POWERT

Hello and Goodbye!

Take a deep breath and get ready for what promises to be the best *Commodore Format* to date. There's so much stuff we wanted to bring you we've had to start sticking things to the cover just so it all fits!

But despite all this we're a tad sad because long-term *CF* designer Lam Tang (who has worked on issues 1 - 20!) is leaving us to join our sister mag' *Amiga Format*. He promised to make his last issue a bit of a Corker and it looks like he's kept his word. There are pages packed with reviews of the best full-price and budget games around. *Budokan* bows in, the long awaited *G-Loc* flies into action and *Covergirl Poker* threatens to reveal all. The most eagerly anticipated release so far this year, though, has to be Gremlin's *Space Crusade*, the follow-up to their brilliant conversion of the board game *HeroQuest*. It blends RPGs and *Aliens*-style space wars, and the first review is here in *CF*!

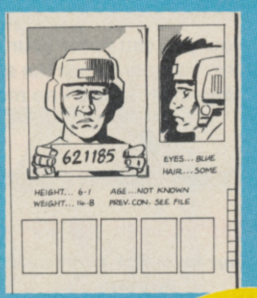
For the technically inclined, Inside Info storms back, supported by an in-depth look at utility cartridges to help you decide which one to buy and how to get the best from it. While in a lighter vein, there's a sideways look at the world of games heroes by 'gumshoe' Stuart Campbell. With Compos, letters and previews, we think Lam's going out on a high note - dig in and see if you agree! Cheers (and G'day Lam).

54 NO MORE HEROES

SPECIAL INVESTIGATION

What does a game hero do when their game is all played out? What became of *Thing on a Spring*? What happened when *Jack the Nipper* grew up? Super sleuth Stuart Campbell goes undercover to solve the curious case of the vanishing sprite super-heroes. Read his shocking exposé of sprite stars on the slippery slope on p.52

WANTED
JACK THE NIPPER
£ REWARD £



621184
EYES... BROWN
HAIR... YES
HEIGHT... 6-2
WEIGHT... 14-6
AGE... NOT KNOWN
PREV. CON. SEE FILE

39 CART TO CART

Thinking of getting a utility cartridge to speed along your programming or add infinite life aid to your games-playing? Have you already got one, but are unsure of its potential? Then press reset and enter p.39 for an in-depth look at these wonder widgets.

POWER CARTRIDGE

Plus p60 Indy compo

Indy Jones is but a few days away and US Gold have gone into giveaway mode. Win a brilliant Indy bag in our superb *Indiana Jones and the Fate of Atlantis* competition. For the full details of what's up for grabs - and quite how to go about grabbing it - turn to p.60.

games to be...

TESTED !

36

BUDOKAN

Electronic Arts

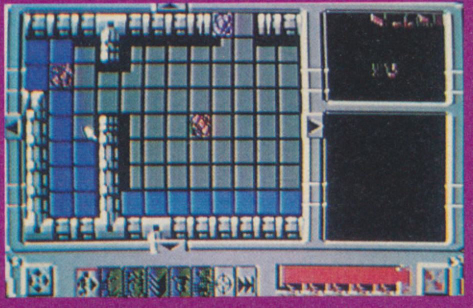
The martial arts are founded on honour, skill and inner strength. Electronic Arts' new beat-'em-up seeks to capture this subtlety while retaining the essential brutality of hand-to-hand combat. There are four ancient arts to practise and use, but can they supply the depth of gameplay that other punch-outs lack? Bow graciously to the wizened old man on the other side of the mat and quickly turn to p.36 - before he kicks your head in!!

16

SPACE CRUSADE

GREMLIN

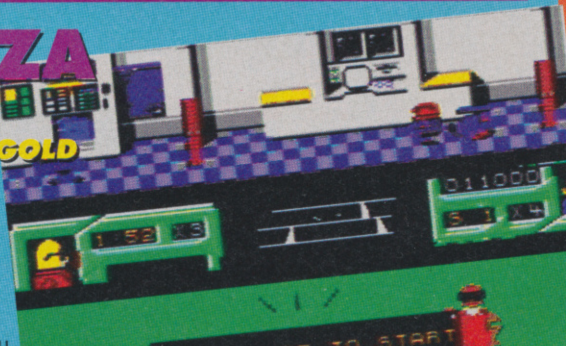
Last year Gremlin shook the gaming world with their near perfect conversion of MB's *HeroQuest*. Now they are trying to repeat this storming success with *Space Crusade*. Can a mix of high-tech weaponry, slimy aliens and rock-hard marines recreate the dungeon romp's gameplay magic? Lock and load for the first full review. We're in the docking bay now; the fight begins on p.16.



64

BONANZA BROS

US GOLD



His name's Robo and the other one's called Mobo. But who the hell are they? US Gold have been promising the double-trouble duo for a while now, but will the wait have been worthwhile. Crime-time kicks off on p.64 when the tin-bin-men break into a building near you in a search for some vital evidence. Will they be this month's most wanted game-stars, though?

FEATURING
Amanda Golden
FEATURING
Trine Michelsen
Maria Whittaker
FEATURING
Minnie Champ
FREE Poster Calendar Inside
EXCLUSIVE
COMPETITION
Cover Girl Poker

38

COVERGIRL POKER

EMOTIONAL PICTURES

Strip-poker makes another appearance on the computer games circuit - this time with the help of the Daily Sport! What's more important though, the piccies or the gameplay? The *Covergirl Poker's* cards are dealt on p.38. Is it a winning hand or will it be you who loses your shirt? Don't take a gamble, check out the review!

20

tape to disk

Want a disk version of *CF20's* Powerpack? Turn to p.6 for full details of our brilliant tape-to-disk transfer offer, NOW!

POWER PACK 20

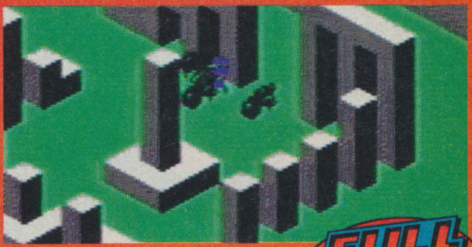
Commodore!
2 COMPLETE GAMES!
ANT ATTACK
MAZEMANIA
POWER PACK
2 DEMOS!
BOD THE ALIEN

MAZE MANIA

21st Century Entertainment

A flippin' brilliant maze challenge with some truly hair-tearing puzzles. Flippo the hero must beat black holes and baddies to score those bonus points. It's a test of jumping, dodging and thinking ahead. Don't panic! Ok then, PANIC!

FULL GAME



FULL GAME

ANT ATTACK

Grandslam Video

3D weirdness in extremis. Rescue loads of innocent folk from the mandibles of giant ants - armed only with grenades! Save the day, save your friends, but most importantly, SAVE YOURSELF!

CATALYPSE

DEMO

Genias

Last month's Corker is this month's demo. A whole level of laser death awaits in this non-stop shooting war in metal-planet-land. And this is the easiest one of five! Let's rock!

THE BOD SQUAD

DEMO

Zeppelin

A demo so spiffy we just had to put it on the Powerpack. Gasp at the smooth moving sprites! Swoon at the sweet control and curse yourself blue in the lungs at Bod's fiendish puzzles.

ALL these games and demos are loaded using the normal

QUICK START

FULL GAMES

MAZE MANIA

Joystick in port 2. Rush around each maze like a complete looney. Every tile you run across will change colour. Get them all the same colour and you've won. But some change to the wrong colour first. Oh, and there are aliens around as well. Rats.

ANT ATTACK

Joystick in port 2. A load of your chums have been kidnapped in the ancient city of Antchester. You must enter the 3D world and rescue them, being careful not to tread on the toes of the nasty ants who live there.

DEMOS

THE BOD SQUAD

Joystick in port 2. Bounce around an Egyptian pyramid, looking for your long-lost son. But beware - there are tricks, traps and puzzles aplenty, waiting to catch you out.

CATALYPSE

Joystick in port 2. Enter the steel planet if you're brave enough. Kill thousands of aliens if you're quick enough. Buy a Caribbean island if you're rich enough. It's all here (except for the Caribbean island).

CF
SIDE 2
POWERPACK
tape

NO LOAD ZONE!

If your CF tape isn't loading, perhaps it's your tape heads? Try loads of other games. If they work okay, you might be unlucky enough to have a faulty cassette. Don't panic! Calmly put the cassette into a strong jiffy bag (wear gardening gloves for this). Bung in an SAE as well. Quickly seal the bag and send it to:

Ablex Audio Video Ltd, Harcourt,
Halesfield 14, Telford
Shropshire TF7 4QD

DO NOT send your duff tape to Commodore Format. We'll just use it as target practice. DO send the tape to Ablex, who will send you a working replacement as soon as they can.

POWER PACK 20

Space - the final front ear. Bod the alien comes from there, Catalypse takes you there, and Maze Mania is sort of based there. Only Ant Attack isn't a space-related thing. Brill, eh?

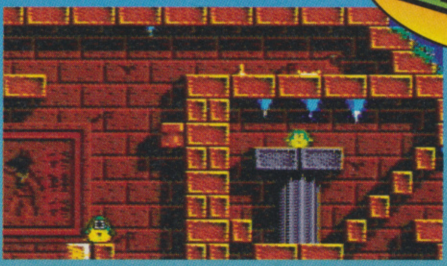
THE BOD SQUAD

ZEPPELIN
Joystick in port 2

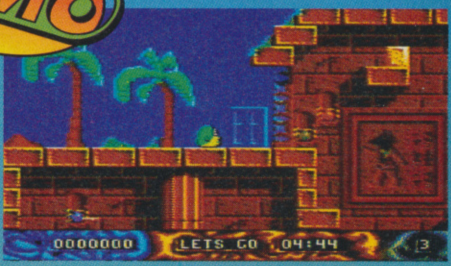
DEMO

The aliens are here. Extreme silliness takes over. It's time for Bod the legless extra-terrestrial to do his funky, blobby thang (courtesy of the completely excellent Powerpack tape you've just ripped off the cover of this 'ere magazine).

Right. What you're getting with *The Bod Squad* is a playable mega-preview of a game that Zeppelin are going to release in a month or two. So as well as it being an exclusive, it's also very much a work-in-progress view of the game.

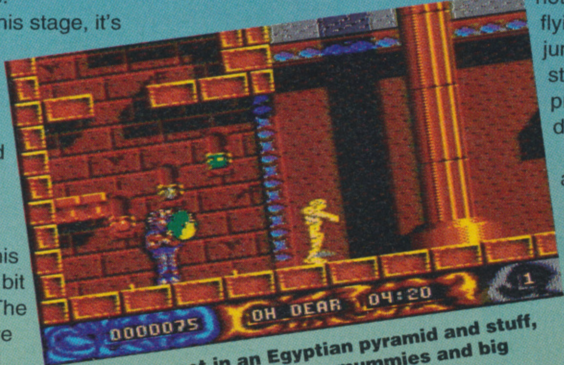


His family are missing and he's stranded millions of miles from home. What does Bod do? He gets out his yo-yo. What a nerd.



Bod starts off by entering the pyramid. That block on the high ledge might be a good place to start, he thinks. (Bit of a clue, that.)

But even at this stage, it's rather brilliant, as you'll find out. The plot (such as it is) is rather simple and strangely touching. Bod (who you'll be playing) is on Earth with his children, doing a bit of sight-seeing. The kids, though, have been 'kid'napped (because they're 'kids' see. Oh never mind.). Anyway, they're scattered all over the world and Bod, suitably distressed, has to go and find them. Of course, the full game will have loads and loads of levels. Although a demo, you can still explore a pretty big part of Bod's world.



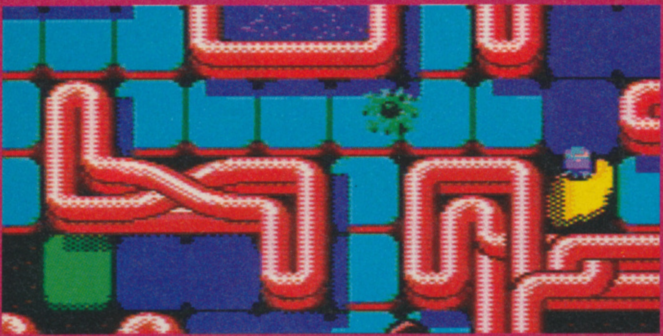
Because it's set in an Egyptian pyramid and stuff, Bod has to get past statues, mummies and big columns. But thankfully no election posters.

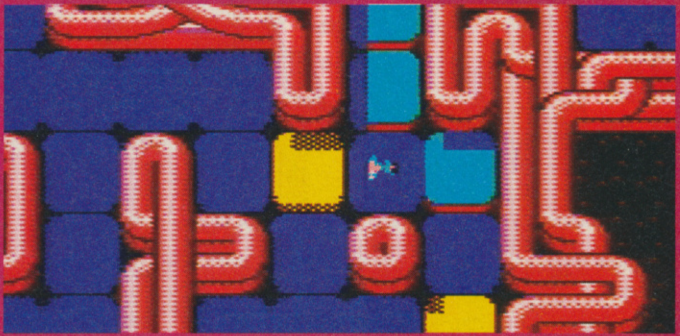
As our hero bumbles around, he comes into contact with the inhabitants of this great planet of ours. He can jump over them, wait for them to get out of the way, or he can kill them. To fire bombs, just push the joystick in the direction you want to shoot and then hit the fire button.

Collecting a potion at the bottom right of the level allows Bod to fly. It's an incredibly useful feature, and one you can re-use loads of times. But make sure you're over something safe when your flying powers run out. If you're not bothered with the flying bits, you can jump using the joystick. Pull down then press up quickly to do extra big jumps.

You'll need to activate switches (by pressing fire), push blocks around and jump through crumbling floors. All are vital if you want to find the kid. Some walls will give way if you fire at them, too. Have fun and remember, if aliens do exist, they're probably not half as stupid-looking as Bod. They're probably very angry with all the computer games in which they seem to get wiped out, and they're probably on their way in a fleet of battle cruisers from Alpha Centuri right now.

rmal 'Hold down and press RUN/STOP' method. Got it?


Baddies to the left of me, baddies to the right. Time to pull the plug and go and watch telly or something.


Darn! Those tiles will need re-flipping if they're to become the right colour. I hate this dratted game!

MAZE MANIA

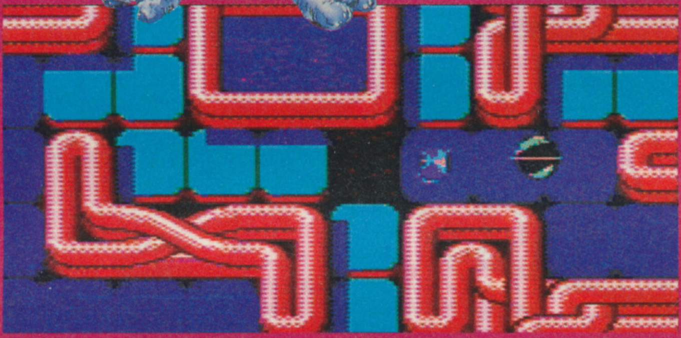
DEMO

21st Century Entertainment
Joystick in port 2

About 2000 BC, just as Stonehenge was being completed, in dimly-lit caves across the country, there was a game being played called Pac-Man. In it, you controlled a little blob with a big mouth who rushed around a vertically-seen maze, eating power-pills and avoiding a little gang of rather cute and cuddly ghosts.

Maze Mania is pretty similar (except that it's about 4000 years later). It's a much-improved version, as you'd rightfully expect. You've got a strange character called Flippo. Flippo must travel round the mazes on various levels, running over all the tiles he finds on the floor. When he does this, these tiles magically turn over to reveal a different colour underside. The idea is to change all the tiles and finish the level.

But there are problems. Some of the tiles don't always change to the correct colour. So Flippo must run across them again. If this doesn't work, he must run across them once more, but from a different direction.


Hmm. This baddie seems intent on kicking Flippo's bum. Time for a spooky diagonal jump, methinks.

Eventually, the blasted thing will turn to the right colour and Flippo will be over the moon with joy.

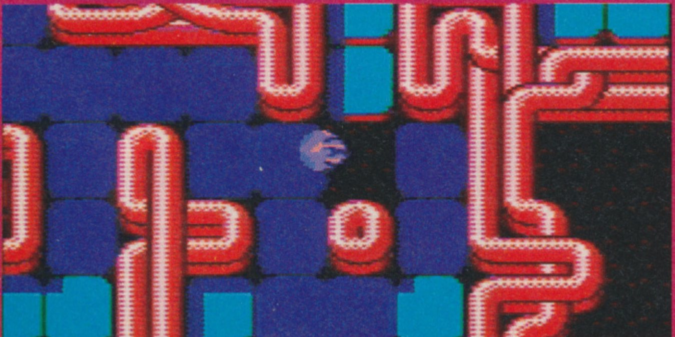
And is that it? Oh goodness gracious me no. There are loads of, er, creatures wandering around each maze as well. These come in many shapes and sizes. For example there's a ball, a star and a sort of blobby thing, but most have the unpleasant effect of draining your energy until you lose a life.

The way to avoid getting caught by these is either to run away as fast as you can, or jump over them. Hitting fire makes Flippo jump a couple of tiles (and any baddies lurking on them). Jumping is also dead useful for getting across the weird black holes, which each maze has dotted around its winding corridors.

You'll certainly need to master this weird jumping business because some of the tiles are in little cul-de-sacs, which can't be reached by the normal method. A diagonal jump is what's required, but this is very difficult to do.

Luckily you've got some power icons on your side. These are the square objects that occasionally drift past. Collect these to give you extra energy. Some even have the weird effect of landing you in a mad little bonus game once you've finished the current level.

And that's *Maze Mania*. A storming little game if ever we've seen one (and believe me, we've seen a few in our time). Play it if you dare!


Without a thought for his personal danger, Flippo jumps over a black hole. He is a collection of bits of computer data after all.

Ian
BIG BOOK OF EVERYTHING
Cyclopedia

A-MAZE-ING BUT TRUE!

Hampton Court maze, in Surrey, is the largest in Europe. Three tortoises released in the middle would take 31.4 years to get out.

Interestingly it's possible to escape from any maze simply by following the left-hand wall. Eventually you'll be led to the exit, wherever it is.

TAPE TO DISK

20 tape to disk

Do you have a disk drive? Nice, aren't they? But if you want to use it as well as just sit there and admire it, you can get copies of the *CF* Powerpack on disk for the little fellow.

To get your specially-prepared Powerpack disk, lovingly sculpted out of the finest Tibetan plastic, simply cut out the tape-to-disk coupon *from the inside of the tape inlay card*. Write your name and full address on a piece of paper and send it with a cheque (made payable to Ablex Audio Video Ltd) or postal order for £1.50 (which covers duplication and postage and packing) to:

Ablex Audio Video Ltd
Harcourt, Halesford 14, Telford,
Shropshire TF7 4QD

ANT ATTACK

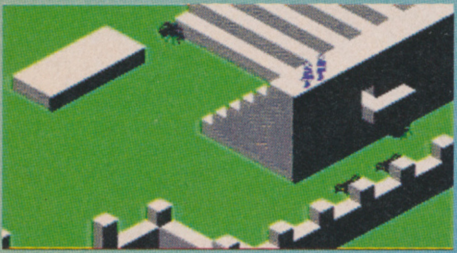
GRANDSLAM VIDEO

Joystick in port 2

The mysterious city of Antchester is a dangerous place. Despite having a rather silly name, it's a town you wouldn't want to visit unless you've got a helicopter, 12 tanks and a fleet of aircraft-carrying submarines armed with nuclear missiles. Well, at least a gun.

The plot is chilling in its simplicity. It's also remarkably un-sexist. It's just about the only game that allows you to play either a boy or a girl.

Whichever you play, the basic idea is the same. You must enter the fabled city and rescue as many of the tied-up peeps as you can. When you find one, you have to go right next to him/her, touch him/her and stand there for a second. The freed person will then give you a grateful message.

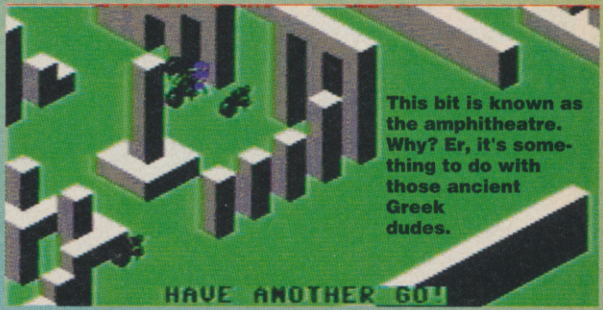


Keeping off the ground is the only way for our plucky chums to remain safe. But they'll need to come down if they want to go home.

Now comes the tough bit. You've got to get both yourself and the rescued bod back to the main gate. But Antchester is packed full of ants. They wander around, chewing anybody they meet. And they can run as fast as you. If you're skilful with the old joystick, you should be able to avoid most of them, but once you've got some weakling in tow, it suddenly becomes tougher.

Your little person is controlled with the joystick. You simply push the joystick in the direction you want to go.

If you get completely surrounded by ants, it's time to use your special weapons: hand grenades. These are thrown by pressing the keys S, D, F and G. S is for short range grenades and G throws them the longest distance. You have to get the range right, because if you miss, the grenades explode harmlessly. If you chuck a longer range one against a low wall, it can go up over it and down the other side. You only have a limited number of grenades, though.



This bit is known as the amphitheatre. Why? Er, it's something to do with those ancient Greek dudes.

HAVE ANOTHER GO!

Another thing that can make life bearable is the view changer. The 3D is dead realistic and stuff, but sometimes you disappear from view behind a building. Simply hit F1 to F4 to change the isometric viewpoint. You can do this at any time, but it can get confusing. So remember exactly where you are, and where the exit is or you'll be up smelly creek.

Pressing key 1 restarts the current rescue attempt and pressing RESTORE restarts the entire game. Oh yes, and the scanner turns green when you're heading in the right direction (towards the person to be rescued). And that's about it. It's a storming game, and one which should delight any feminists.

CATALYPSE

DEMO

GENIAS

Joystick in port 2

How thoroughly did you read the last issue of *CF*? Here's a quick quiz to find out. 1) What is *Catalypse*? 2) What did it score? 3) Can you explain the plot in less than 200 words?

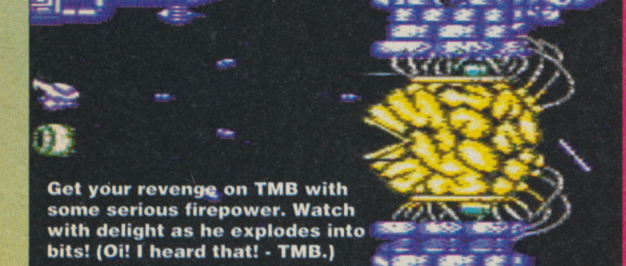
If you can answer these questions, it'll save me a lot of time explaining the whole thing again. If you can't (deep breath), here goes.

Right. You're in deep space. A mysterious planet, made entirely of bits of rusty Ford Sierras, has materialised on your scanner. You decide to investigate it just in case there are any interesting life forms on it. Bingo! There are, so you decide to go and destroy them.

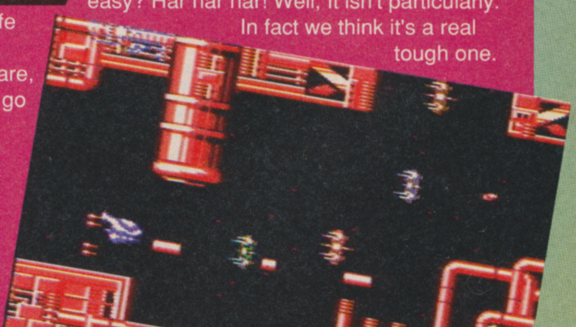
You've got a whizzy little spacecraft that buzzes along at a fair old clip. It starts off with just pitiful forward-firing lasers. You've got to collect better weapons later on. As you explore the planet (which, rather conveniently, scrolls gently across the screen), you first meet three spinning orb-type things. If you shoot these, they stop spinning and turn into all sorts of goodies. There's a more powerful spread laser, a droid craft which is indestructible and orbits you constantly (unless you lose a life), and a weapons pack for the droid. Very tasty indeed.

So now you've got some better weaponry, it's time to enter the evil zone. Floating inside, you instantly get attacked by several fleets of defender craft. It's time to duck and dive, jab and weave.

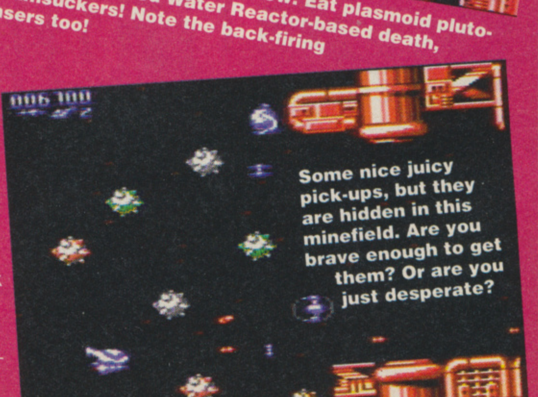
Use the joystick and hold the fire button down (there's a software auto-fire (AF), so you don't need a joystick when using this. Then you just wiggle the ship around the screen until you're in the correct firing positions for the enemy battalions attacking you. Sounds easy? Har har har! Well, It isn't particularly. In fact we think it's a real tough one.



Get your revenge on TMB with some serious firepower. Watch with delight as he explodes into bits! (Oi! I heard that! - TMB.)



Ha! I've got the big lasers now. Eat plasmoid plutonium Pressurised Water Reactor-based death, scumsuckers! Note the back-firing lasers too!



Some nice juicy pick-ups, but they are hidden in this minefield. Are you brave enough to get them? Or are you just desperate?

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EURO FOOTBALL CHAMP

EARLY
WARNING!

Things are hotting up in the football world. Europe is waiting for the English, Welsh and Scottish to prove that they're the best three teams in the EEC. Euro Football Champ couldn't really be coming at a better time. James Leach tackled Domark and Teque about it.

Usually, it only takes one half-decent football result for the *CF* team to go soccer-crazy. Even a goal-less draw between Bath City and Yeovil Town in the Vauxhall Conference League will have us leaping up and down on our seats, waving our scarves.

So I was looking forward to seeing *Euro Football Champ* a lot. The Taito coin-op has, in recent months, taken the arcades by storm. The reason isn't too hard to see. It's incredibly competitive, incredibly fast and it can get brutally violent. In fact, the guys at Teque are so into it, they've got a championship running on the Teque office coin-op, with prize money of £35 for the overall winner!

The coin-op views the pitch from a 3D-ish sideways angle. It wouldn't have worked too well on the 64, so there's a much quicker top view instead. The traditional arrow appears over the player you're controlling and points in the direction he's supposed to be running in. Dead useful this because the play occurs horizontally rather than vertically.

Abdul Rahim, left, Dean Lester, right, and their, er, other friend in the middle, posing outside Teque Tower, which dominates the London skyline, and can easily be seen for yards around.

Of course, there'll be a stonking two-player option, but if you play alone, you launch into a championship with six rounds versus the computer. You can choose one of 10 international teams, and the team stripes are shown accurately. If you select two players and the same team, you both end up on the same side, playing the computer. It's a unique feature, and is absolutely brilliant to play.

HOW IS ALL THIS CRAMMED INTO A 64?

Dean Lester, head honcho of Teque, and Abdul Rahim, the 64 coder, are the men who know.

"We decided before we started that the best idea would be to make the game as playable as possible first, and the design to look and feel like the coin-op second.

"Too many coin-op conversions try to be so like the original that they look similar at the end, but are completely unplayable. We wanted *Euro Football Champ* to play brilliantly. So we worked on that first, then slotted in as many of the coin-op's snazzier effects as we could afterwards.

"It proved impossible to keep the 3D views of the coin-op and make the game run quickly, so we opted for a clearer top-down view. This doesn't affect the gameplay, except to keep it whizzing along at an excellent rate.

"All the fouls are in, as are the weird zoom-in effects. When an incident occurs, the 'camera' zooms in on the action for a closer look. It's one of the things we liked about the coin-op. Name me another game that does this!

"We've also kept in all the teams, including Brazil (weird, considering it's a European Championship). In fact, everything that's unique and best about the coin-op, I think we'll be able to put into the 64 version.

"One final thing - in Japan, the coin-op was called *Hat Trick Hero* and had some bizarre Japanese speech in it. We won't be trying to include that!" (*How do they know it was bizarre - Ed?*)

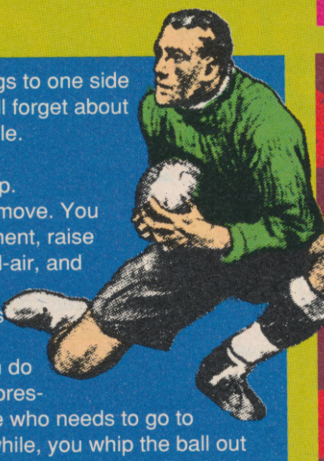
HOW TO INJURE THE OPPOSING SIDE

Instead of the normal boring tackles, *Euro Football Champ* allows you to intercept your opponents in a variety of interesting ways.

1. The ankle-crush.
This is a sliding tackle with a difference. Instead of heading towards the ball, your man goes for the Achilles' heel of the other player. The guy usually goes down like a sack of spuds. You then collect the ball, rush off and hope that no-one does it to you.

2. The punch.
Here you simply connect your fist with the face of your opponent. If you've done it right, he'll have trouble seeing, and will leave the ball for you.

3. The barge.
Choose a player and run at him full pelt. The collision (if he hasn't got out of the way) will push his lungs to one side of his chest. He'll forget about the ball for a while.



4. The neck-snap.
This is the best move. You leap at an opponent, raise your knee in mid-air, and land with your full weight on his unprotected throat. He'll then do a convincing impression of someone who needs to go to hospital. Meanwhile, you whip the ball out from under his crushed and bleeding body.

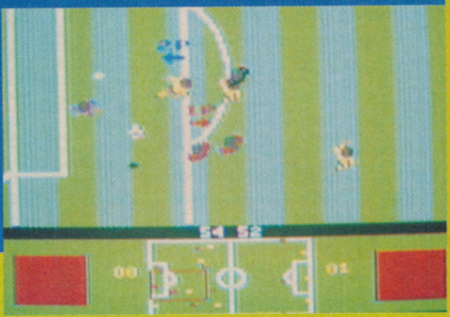
Each team has a star player, too, whose face appears on the screen each time he gets the ball. He's quicker, slicker and better than everyone else, so will usually be the top goal scorer.

The guys have actually managed to program in a fair bit of artificial intelligence, which makes the computer players (and yours) behave in a realistic and sensible manner. Obviously, they're not all Linekers, but at least they do try to be in the right place at the right time. This means that you don't get annoyed all the time because there's nobody in the right place for your cross.

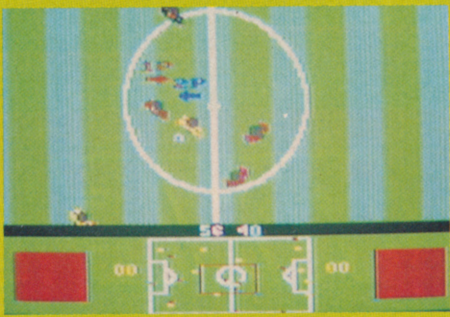
One of the major things about the game is the violence (see panel). Although there's a ref, he's a bit slow, so if you're quick you can do the most terrific fouls on players (whether they've got the ball or not). If you knock them down, they're out of the running for several seconds.

Teque say that *Euro Football Champ* is the best game they have produced to date. It certainly looks excellent, and the gameplay is a dream. So, watch out for the full review

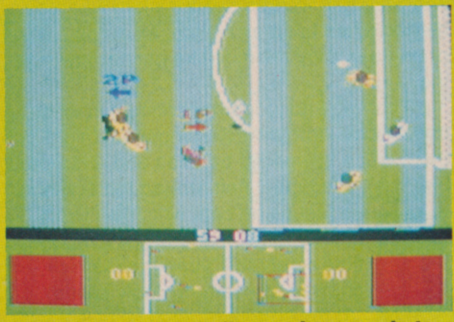
Game	Euro Football Champ
Publisher	Domark
Release	June
Contact	081 780 2222



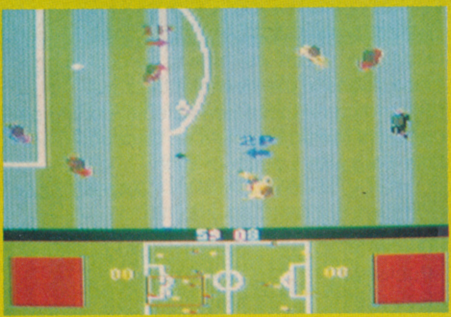
Lineker rushes up to the goal. He gets ready, kicks, but oh! He's forgotten the ball!



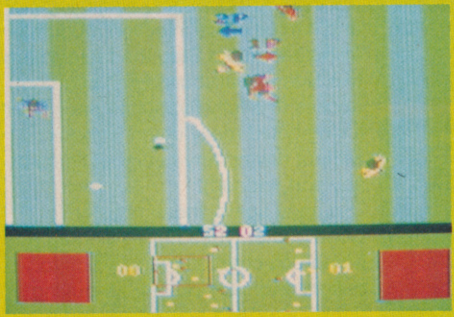
Tense midfield play, as two world-class teams try to kick each other to death.



Pele used to turn a ball on a sixpence, but then they banned coins from the pitch.



Bruce Grobbelaar is currently appearing as Bottom, in treacle at the Anfield Road Playhouse Theatre Workshop in Prestatyn.



Spot the odd man out. Yes, it's the goalie. He's the only guy on the pitch who isn't carrying a firearm with a calibre of .45.

SNIPPETS

ONE MAN WENT TO MOW

Storm have gained the licence to *The Lawnmower Man*. This smash hit film is about a looney with a mower who gets bunged into a Virtual Reality. Plenty of swoonsome graphics and the odd scary bit, we're told. The game should (fingers crossed) be out for the 64 in early 1993.

HOT OFF THE EXPRESS

Fanzine fanatics will be ecstatic about the latest C64'zine. *C64 Express*, the *Viz* of the computer world, is published tri-monthly, and comes in the usual photocopied format. It costs £1.45 and Issue 1 boasts a PD-packed covertape, an interview with the legendary Rowland brothers, and a football feature (and more). For further details, send an s.a.e to: C64 EXPRESS, 8 Teddesly Road, Penkridge, Staffs, ST19 5BN.

TO BZ

Binary Zone, one the best PD C64 libraries around, have started work on tape versions of their Public Domain software. For full details send them an SAE. However they have also changed their address from the one published in *CF*19, so here it is in full: 34 Portland Road, Droitwich, Worcestershire, WR9 7QW.

OOPS!

Sorry to US Gold who thought they were producing *Indiana Jones and the Fate Of Atlantis*. Our scanner glitched and displayed Gremlin as the company responsible. Sorry USG!

CALLING ALL CODERS

Those plucky, ever so successful CodeMaster types want to employ you. Yes, you. But only if you're dead excellent at writing C64 games in machine code. If you are, drop a line to the Codies at this address: Paul Ranson, CodeMasters Job Applications, Lower Farmhouse, Stoneythorpe, Southam, CV33 0DL. Go on give it a go. Good luck!

TAPE! FANTASTIC!

The producers of LightDisk 64, the disk magazine for the serious C64, user have been so impressed with the response from tape users that they are to produce LightTape 64 on a bi-monthly basis. The June 'issue' is available on 29 May for £4.50 and will contain the very best from Lightdisk 64. For more info send them an SAE at: LightTape 64, Datasphere Publications, 7 Fallowfield Close, Valley Drive, Norwich, NR1 4NW.

THE BOD SQUAD

Somewhere in the vastness of space and the immensity of time, there must be some incredibly stupid-looking aliens living quite happily on other planets. Just occasionally they visit us and cause havoc. And Zeppelin have one such tale to tell...

Bod and his children are on a genteel sight-seeing tour of the cosmos when the unthinkable happens. Bod decides to visit Earth. And us humans, being pretty mean and nasty, do the only thing we can. We kidnap several of his kids.

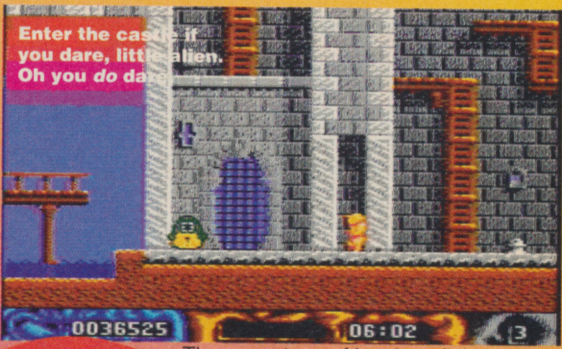
All this nonsense is basically a preamble to a rather spiffy platform game. If you haven't done so already, load up the covertape and take a look yourself... (Time passes.)

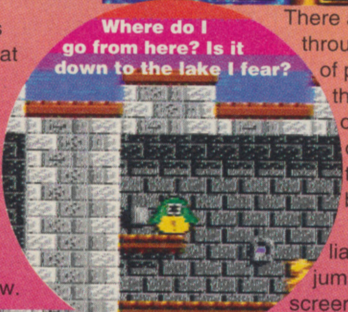
Done it? Great graphics aren't they? And the way that Bod seems to have real weight and momentum is astounding. Apparently, there are over 100 screens of animation for Bod alone, so that explains why the game is so smooth.

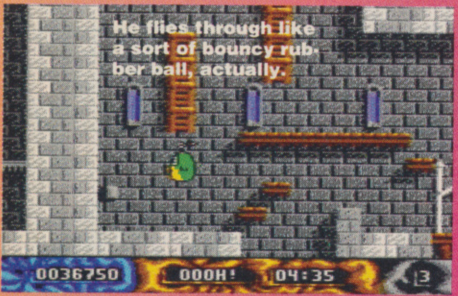
But it's not all graphics, graphics, graphics, you know. There are tons of levels to fight through, each with a serious amount of planning needed, if you're to get through successfully. Switches on the walls need to be flicked in order to open up certain sections, and bits of the walls can be shot and blown open.

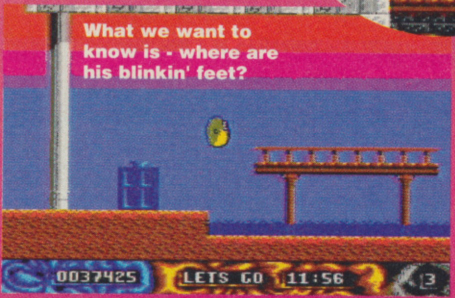
All this makes for a brilliant platform game. Lots of jumping, lots of puzzling and lots of screens to get through. No wonder we put it on the cassette! Oh, and keep your eyes peeled for the full *Bod* review in the next issue. Should be a corker.

JAMES LEACH


Enter the castle if you dare, little alien. Oh you *do* dare.


Where do I go from here? Is it down to the lake I fear?


He flies through like a sort of bouncy rubber ball, actually.


What we want to know is - where are his blinkin' feet?

Game	The Bod Squad (featuring Bod The Alien)
Publisher	Zeppelin
Release	May
Price	£3.99
Contact	091 385 7755

STEG THE SLUG

Winter falls over the twilit land of Warwickshire. Nothing stirs. Nothing, that is, except a slug called Steg. So let's creep up on it, armed only with a salt-cellar and a 12-gauge autoloader (the ideal weapon for home defence).

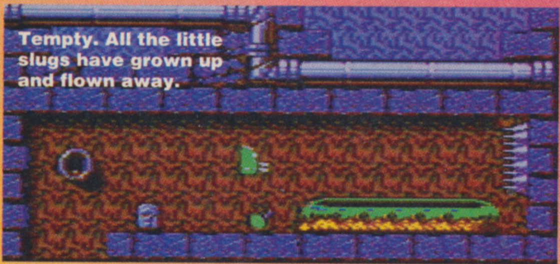
As you'd expect when dealing with invertebrate life-forms, the plot is pretty simple. Steg has a nest full of little Stegs (his kids, actually). They need a fair amount of food, and Steg has worked out a system whereby he can direct bubbles (which, for some reason or another, they seem to like eating) towards their nest.

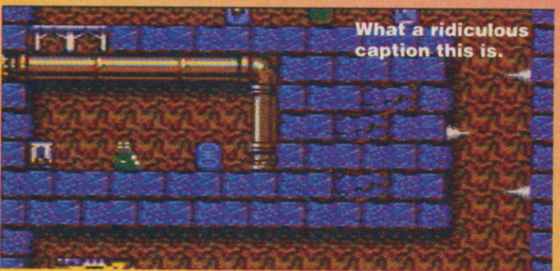
The skill and judgement comes in when the bubbles drift towards things that might pop them (such as spikes, baddies and, er, more baddies). Steg must belt around the screens as fast as he can, which isn't very quickly at all, trying to get the bubbles safely to T'yungunz (as his children are so amusingly called).

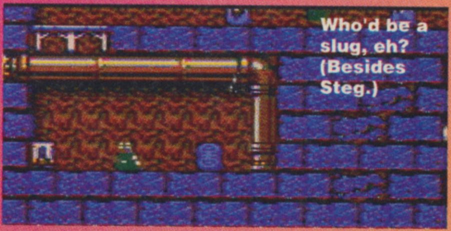
At the bottom of each level is a set of bellows that pumps the bubbles to the nest. Trampolines, bionic legs and nitrous oxide injection modules all help to make Steg the fastest slug this side of Salisbury. He's even got access to a fully flyable jet-pack (as if a slug could really use a jet pack without having any hands or limbs of any sort, indeed).

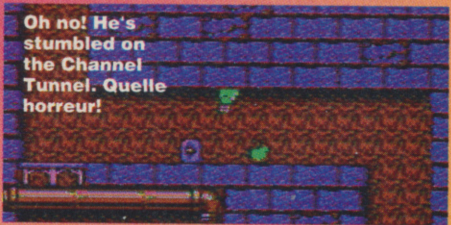
So once again, those cheeky CodeMaster types have invented a humorous character with which to delight and stun the games-buying public. *Steg* is a novel idea and it already looks cuter than a picnic basket full of kittens. Watch out for the full review, which we hope to be delivering to these pages in the next month or two (depending on those perfectionist coding people). And remember, he's an gastropod, so take *Steg* with a pinch of salt!

JAMES LEACH


Tempty. All the little slugs have grown up and flown away.


What a ridiculous caption this is.


Who'd be a slug, eh? (Besides Steg.)


Oh no! He's stumbled on the Channel Tunnel. Quelle horreur!

Game	Steg The Slug
Publisher	CodeMasters
Release	May
Price	£3.99
Contact	0926 814 132

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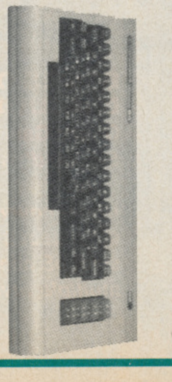

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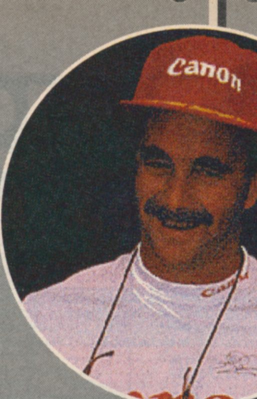
EARLY WARNING! SCANNER

UNDER ATTACK!

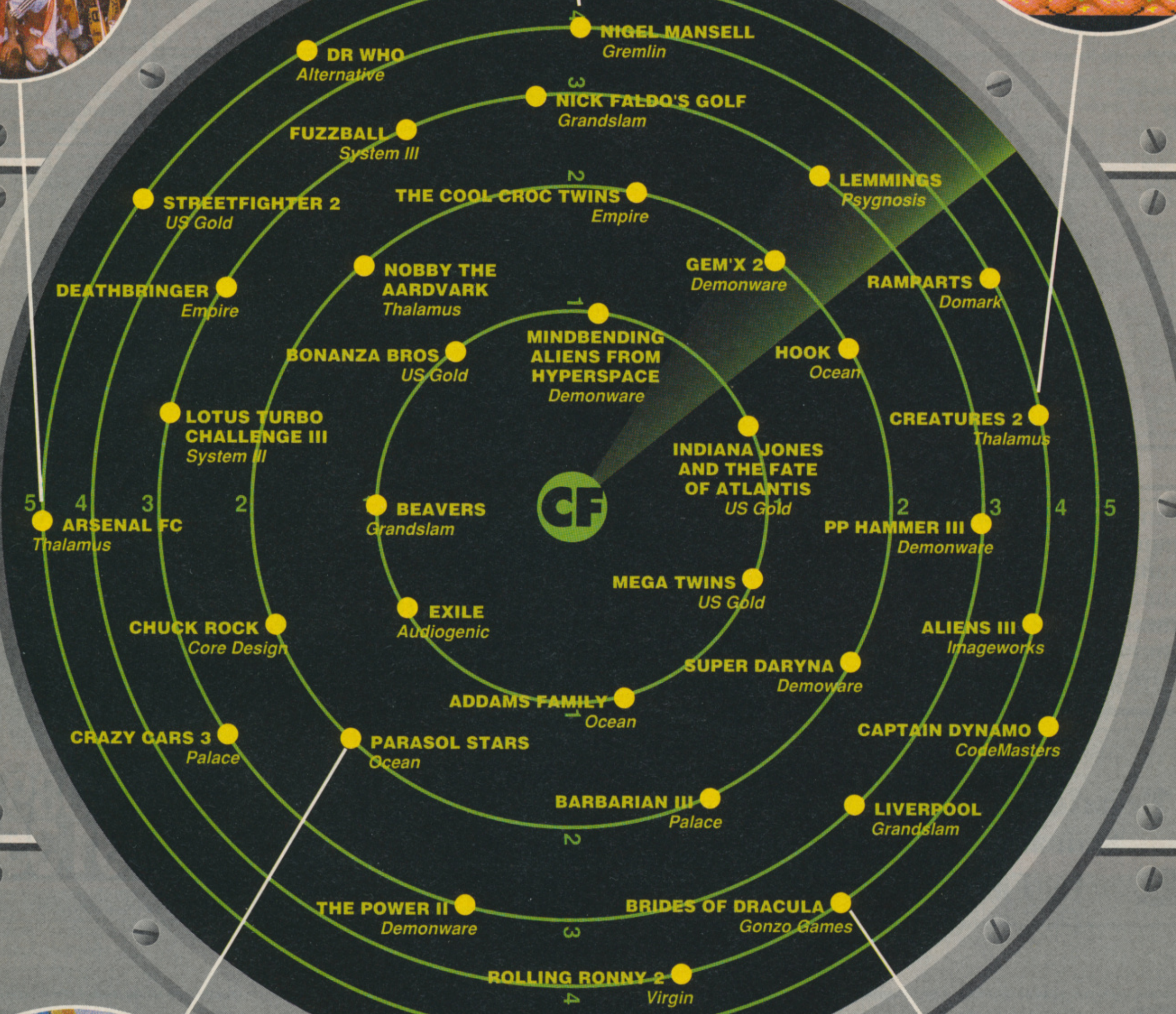
Each ring on the scanner shows how many months games are away from release. So you count 'em down, and when they reach the *CF* centre they will be in the shops!

ARSENAL FC
Thalamus
They're hanging on in the top half of the First Division! Yes, Arsenal *is coming to a C64 near you later this year.*



NIGEL MANSELL
Gremlin Graphics
What's damp and bristly and travels at 200mph? Nigel Mansell's moustache..

CREATURES 2
Thalamus
Can you believe it? Some demon levels have been added to the game, so it's going to be even better! We await Creatures 2 *with enormous eagerness...*


1
2
3
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CF
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CRAZY CARS 3 Palace
PARASOL STARS Ocean
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BARBARIAN III Palace
LIVERPOOL Grandslam
THE POWER II Demonware
BRIDES OF DRACULA Gonzo Games
ROLLING RONNY 2 Virgin

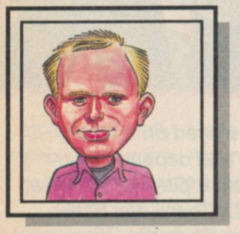
PARASOL STARS
Ocean
Those cheeky, lovable little, er, children Bub and Bob are scampering towards their inevitable date with the snarling CF team. Can Parasol Stars *be better than* Rainbow Islands*?*

BRIDES OF DRACULA
Gonzo Games
So you didn't realise the Count was a bigamist? Under cover of darkness, the hideous vampire swoopS nearer (while his multiple wives wait in the car).

What is a Lam Tang? Is it (a) a spicy oriental drink made by dumping sand and small pebbles in a milkshake? (b) A sharp spear used by ninja in combat with the fearful walruses of Hokkaido? Or (c) CF's Art Assistant (and the only surviving original CF member)? Yes, the answer is b). Anyway, the Lam is off, so we all bought him presents. Read on to find out what.

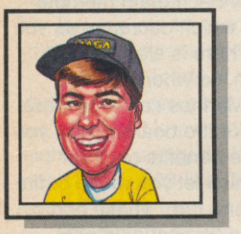
POWERPLAY

TRENTON WEBB



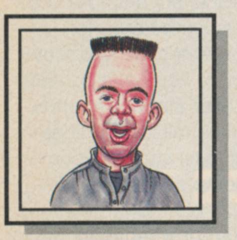
Trenton spent ages looking for a present for Lam. He came back with a huge, heavy parcel. "It's a ride-on lawnmower tractor. I 'phoned Lam's mum and she didn't mention that he owned one, so I presume he doesn't. It's great. It's got eight gears, a basket for the cuttings and even headlights!"

JAMES LEACH



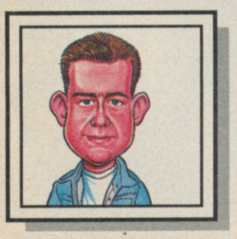
"I managed to get him one of those foot X-ray machines you used to find in shoe-shops. I'm pretty sure Lam hasn't ever seen an image of the bone-structures of his feet, so with this he can view his toe-bones to his little heart's content. The only problem is the ten ton power generator it needs to be hooked up to."

STUART CAMPBELL



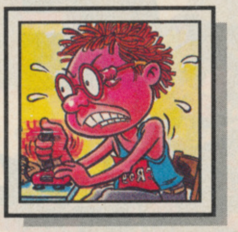
Scotsman Stuart is always careful with his wee purse, so we didn't expect him to buy something expensive. So we were surprised when he presented Lam with a brand-new Sony Walkman. It looked really posh, with a built-in radio, Dolby B, C, D, E, and Z and a special Simon Bates auto-mute button.

ANDY ROBERTS



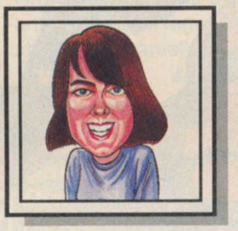
Andy decided to go for the 'humorous' gift idea. Here he is. "I couldn't resist it. I got Lam a pair of huge cycle clips for when he's cycling with his shorts on. Also a luminous sundial for telling the time at night, a solar powered torch, a black lightbulb to make the room darker and a stupid hat!" Ha ha Andy.

ROGER FRAMES



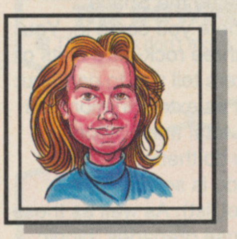
Roger said this: "I'm aware that some might call me 'careful with my dosh' but when it comes to Lam, I had to splash out in fine style." Roger gave him three broken cassette boxes, a ball of fluff from under his bed, an unripe conker and a hand-drawn bit of paper masquerading as a £20 note. Skinflint.

CATHY PARNHAM



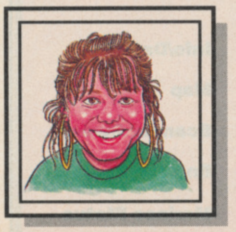
Cathy went looking for 'nice' presents for our Chinese chum. "I gave him a warm cardy, a selection of ties, a set of matching smoke-alarms, an immobiliser for his car, some antifreeze, matching his'n'hers shoe trees, an antique pencil sharpener from Spain, and a big hug!" Urgh! Poor Lam!

PAUL LYONS



Paul, always something of a hippy, got Lam a book on how to stimulate hair-growth. Lam read it, sat down and concentrated hard on extending his mop. Did it work, Lam? "My hair didn't grow much, but I certainly attained a higher state of consciousness and gave myself a nosebleed as well," he said.

LINDA BARKER

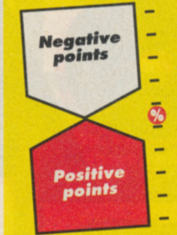


Linda has had a strange time. Let her tell it in her own way. "When I was out looking for a present for Lam I bumped into this weird guy. When I checked my belt moments later, it had gone (along with my spanky new Walkman!). I wouldn't mind, but my jeans keep falling down now!"

Bits'n'Bobs

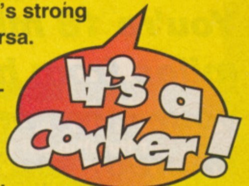
***Commodore Format*'s review system is as simple as only we can make it. There's none of that tricky hard–to–follow nonsense here. Each review is packed with as much information as you'll need to decide if a game's for you, and it will help you get started playing. At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...**

CF RATINGS



When you arrive at the end of a review you'll see one of these egg-timer shaped thingies. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, so there's plenty of room to detail a good game's strong points, and vice versa. Clever, eh?

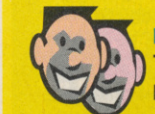
The highest rating a game can get is 100 per cent.


It's a Corker!

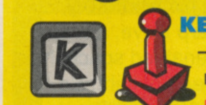
If you see a game review featuring this symbol, it means it's rated more than 90 per cent, so it's an 'official' corker and we urge you to save up until you can buy it.

GAME ICONS

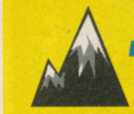
To make life easier for you we've knocked together a few 'tell–at–a–glance' icon thingamajigs so you can tell at a glance what standard feature each game contains. They are:



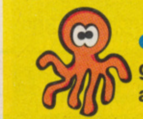
FACE – Number of players. The more heads, the more people can play.



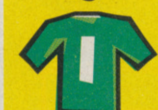
KEYBOARD / JOYSTICK – Bit obvious really. It signifies the control mechanisms.



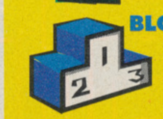
MOUNTAINS – If you can see a mountain, it means there are difficulty levels.



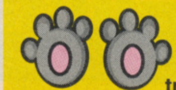
OCTOPUS – Multiload, the game is in bits if the octopus appears (tape users beware).



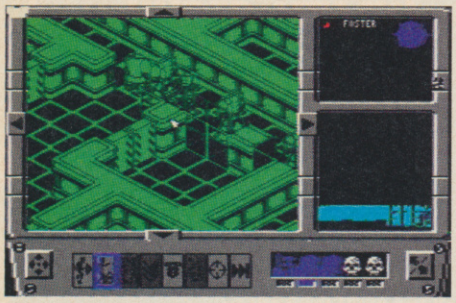
GOALIE'S SHIRT – This means there's a save option available (groan).



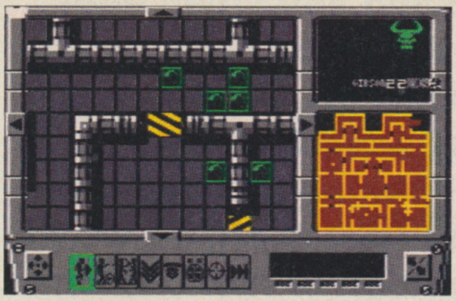
BLOCKS – You can prove to all your friends how good you are at a game by using a hi-score table.



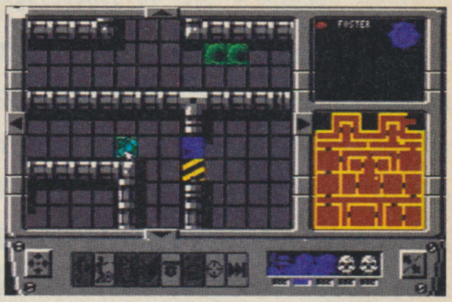
PAWS – Pause. Yes, it's a bad gag, we know. Well *you* try and think of a better one!



Confusion reigns as the Marines are jumped by an alien. Don't panic (as that old bloke off *Dad's Army* would yell).



These gooey guys are closing in on the survivors. Be afraid. Be very afraid. Be completely terrified, in fact.



Those sneaky aliens have blocked the corridor with rubble. Blasters out, lads. We'll clear this in no time!

SPACE CR

It's a Corker!

It's getting late. You're 18 million miles from home, half your guys are injured, you've got no more ammo and about 60 aliens are closing in. Welcome to the Space Marines.

Twenty-five millenia ago, mankind headed for the stars. But it took thousands of years to get anywhere near them because spacecraft then were incredibly slow and complete rubbish. They also leaked.

But all it took was one remarkable scientific mind, working away in his laboratory late one night, to invent the Warp Drive. It was a major breakthrough. This enabled spaceships to travel faster than the speed of light. So, basically, we could go anywhere we wanted without having to wait for years to get there.

But Warp Drive is a weird thing. Ships in it have disappeared without reason, and emerged centuries later, millions of years from their destinations. These knackered and bent ships are called spacehulks. And they're dangerous places, filled with all sorts of nastinesses.

Realising that space is a pretty dangerous place, filled with dangerous creatures with pointed teeth and claws, the humans created the Space Marines. And this is where you come in. You are in charge of up to three rock-hard units of these guys. Your masters tell you to carry out various missions, such as extermination, rescue, destruction or, er, total annihilation. Foolishly, you agree to do these.

The first you must do is select your weapons (see the panel list). As well as these fine firearms, you can use grenades, bionic bits and other explosives.

The game is played on a 40x40 square 'board', and depending on which phase you're playing, the view is either 2D or 3D. There are 12 missions to choose from. Each has got a specific goal, so it's not just a case of running around blasting aliens at random.

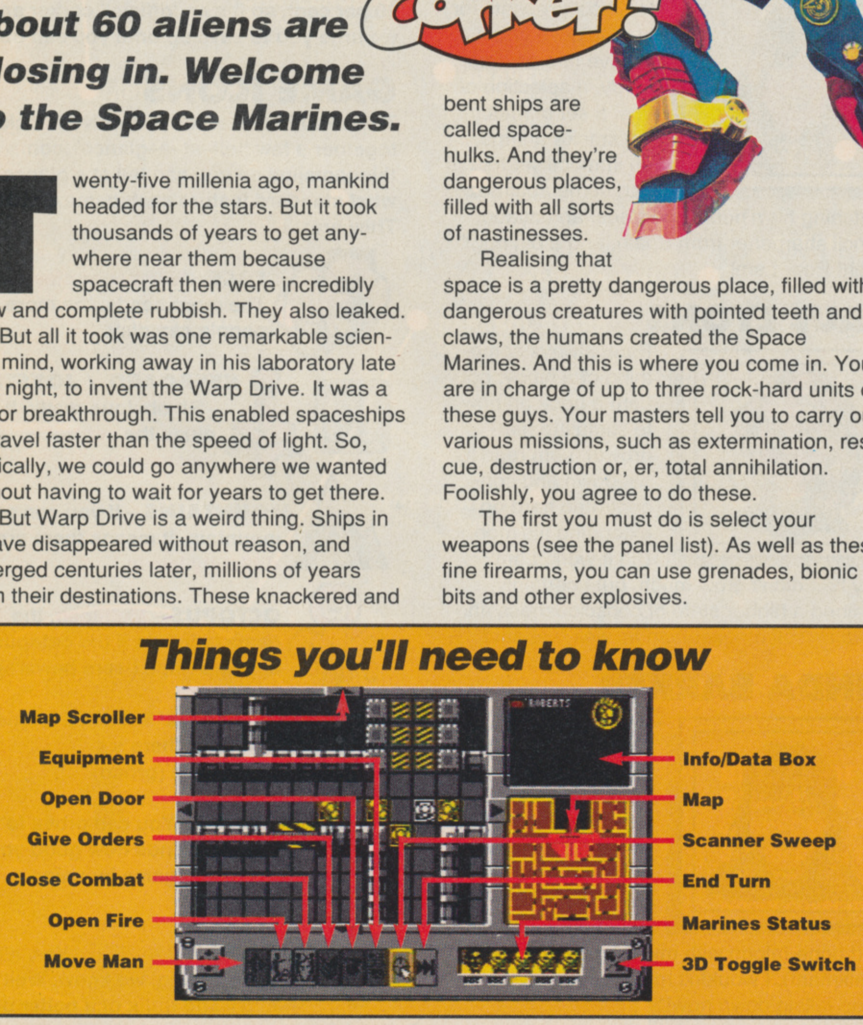
Of course, if you've played *HeroQuest*, you'll be pretty familiar with the control system of *Space Crusade*. Each team member has movement points, which decrease as you wander around. There is also one fire phase per turn, so when combat occurs, the Marines can start blasting away. Like the board game, you can gain the benefits of Order Cards, which let you move or fire twice in one turn. These add a lot to the combat elements.

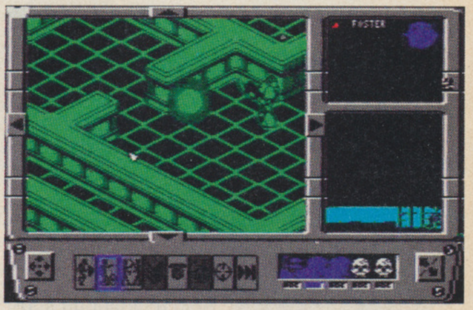
Movement of your guys is carried out on a clear top-down view, with the squares marked. To the side of it is a large map of the entire ship. As you move around, you can scan the area for aliens. If alien dots appear, tool up and move out. It's dead exciting once you get a contact, and planning the assault or ambush is great.

All the boring bits (dice rolls, sight-lines etc) are done for you, so just choose your target, move in and use some serious tactics and firepower.

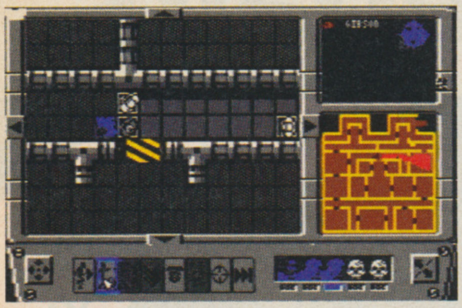
Each guy has a different weapon, some with immense destructiveness, so plan your

Things you'll need to know

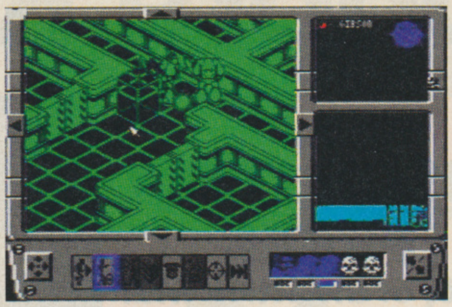




Here, a suicide android has attacked. He got two feet into the room before our plucky Marines noticed him and promptly filled him full of anti-matter (or something).



Surrounding the enemy is always a good move. Especially when another Marine has got a long-range sight on him, too.



The resultant explosion causes nose-bleeds all round for the Marines, but the alien dies spectacularly well.

RUSADE

attacks carefully. Once you're in position it's time to open fire. Again, all your possible targets are highlighted, so it's easy to do.

Once you fire, the view switches to a spanky 3D effect. You see your guys blasting and the alien taking some serious hits. If you've done it right, he explodes and vanishes. Time to move on with the hunt.

Everything in the game is icon-controlled using the joystick, so it's both easy and flexible, leaving you to concentrate on your strategies. Brilliant indeed.

There are loads of different aliens, so although you can pinpoint them on the scanner, you don't know what sort they are. You might find a poncy droid, or it might be a massive ED-209-like Dreadnought. If it is, run away. They're hard as nails.

The best thing about *Space Crusade* is it's not too fiddly to use and the excitement level is incredibly high. Do you split your team into separate groups? Keep them together? Work with the other human players or try and get the objective by yourself? If you do achieve your objective, you'll get a promotion and a bit or R 'n' R before moving on to the next scenario. You can save and load your best squads, too.

Space Crusade is an excellent tactical combat game. There's plenty of blasting, lots of skilful planning and loads of nail-biting suspense. And when you eventually manage to corner the terrifying Dreadnought and blow its tin legs off, it's absolutely marvellous.

JAMES LEACH

Game	**Space Crusade**
Publisher	**Gremlin Graphics**
Cassette	**£10.99**
Disk	**£15.99**
Release	**May**
Contact	**0742 753 423**

POWER RATING

THE DOWNERS...

- The aliens don't move very quickly.

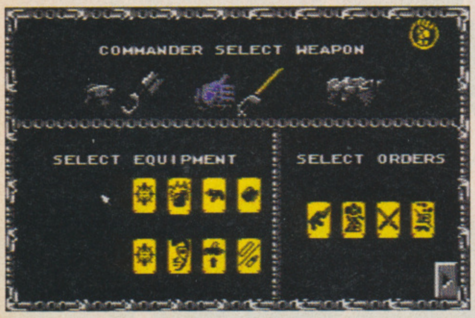
100

92%

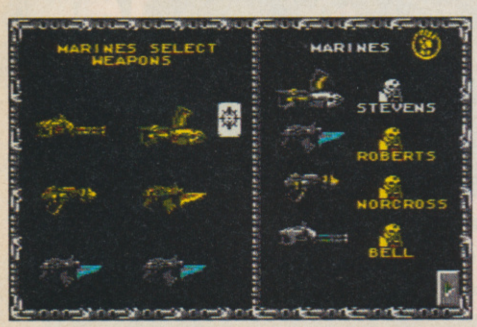
- **Great atmosphere. Sort of *Aliens* meets *RoboCop*.**
- **Excellent sound effects, just like in real space.**
- **Dead exciting. The air of suspense builds up as you wander around.**
- **Top-view is clear and nice to look at.**
- **3D view is not as clear, but much more exciting.**
- **Loads of different weapons and aliens.**
- **And tons of missions, with expansion packs promised.**
- **LOAD and SAVE function is particularly useful.**
- **Plenty of serious laser-cannon firing involved!**

...AND THE UPPERS

0



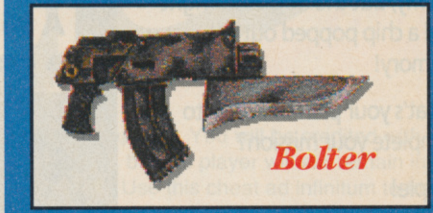
Of course, the Commander gets the best stuff.



It's fun, equipping your Marines with guns.

Join the gun club

The Space Marines are allowed to have any weapons they choose. They usually stick to the stuff they know best, though. And dangerous stuff it is!

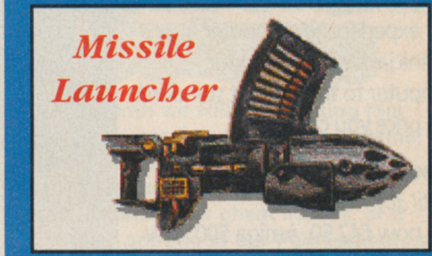


Bolter

This is an automatic weapon which fires a stream of small-calibre explosive shells. Excellent for blowing up things like doors, windows and pot plants.

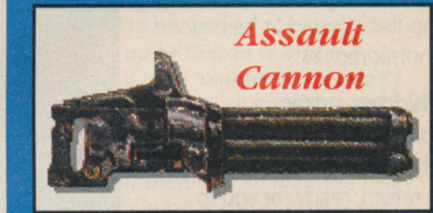
Bolter Pistol

A smaller handheld version of the Bolter, this is more suited to use in confined space, where it's difficult to operate a long, bulky machine gun.



Missile Launcher

This launches missiles, surprisingly. If they hit, they damage the target severely. If they miss, they sometimes damage something else, often leaving the target intact.



Assault Cannon

Very heavy weapon. Whatever you aim it at vanishes in a cloud of atoms instantly. Be careful not to point it at friends, and make sure all pets are safely locked indoors.

Plasma Gun

This, er, fires long coloured strings of plasma. It's a great weapon to take to parties, and brightens up even the dullest funeral.

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CFR4/92

Andy Roberts' GameBusters

Does* WWF *have you pinned in a Malayan Death grip? Don't give in, the masked marvel* Andy Roberts *is vaulting over the ropes ready to deal it a deadly gamebusting drop kick!

WWF WRESTLEMANIA

(OCEAN)

Several million people (*he means 10 - Ed*) have written in to point out the 'easy' way of defeating most opponents...

At the start of the round, move your butch chappie down to the bottom of the screen, making sure that his feet are visible between the bottom and middle ropes. The other guy should follow you to the bottom. Now, without moving up or down, run towards your opponent (he should start shaking) and flying-knee him. He cannot move while you are running left or right, so repeat this action until his energy reaches zero. Then just pin him down to go on and win the bout - easy, eh?

3D CONSTRUCTION KIT (COVER GAME)

Our demo game, taken from the fabulous *3D Construction Kit*, was a tad difficult. But luckily, we have the complete solution - courtesy of Ian Andrew (head honcho at Incentive).

From the start, enter the house and make your way to the computer room. Shoot at the keyboard to make the teleport operational, then leave the room and turn right, then right again. Go along the corridor and down through a trapdoor. Continue along this corridor and into the room at the end. Shoot the pyramids to the left and right of you, and collect the combination to the safe. Retrace your steps and leave the house, then go through the door opposite. Shoot the wall in front of you - it will lift up - and go through the door in the far wall. Shoot the nose on the evil face, then go back into the room you just came through.

Press 'F' and enter the teleport, then search for the triangle - shoot it to disable the force field. Go through the door on the right, use 'P' to look up, and shoot the rail holding the block until the block moves over the tower. Now shoot the block to crush the tower. Go through the door on the left, shoot the stairs one by one, then enter the door at the top.

Walk along the path and enter the next door, then go down the steps and look behind them - shoot the triangle. Now stand on the platform and shoot the other triangle. Find the safe dial and shoot it to open, collect the exit pass. Go back into the teleport room and enter the teleport, look up the palm tree and shoot the coconut - use it for extra energy.

Now climb the palm tree and collect the key, open the chest, then enter it. Go back to the house, go through the door in the right-hand wall, then shoot the square on the right-hand wall... and you've done it!

DIZZY'S EXCELLENT ADVENTURES

(CODEMASTERS)

Here are some handy Action Replay POKEs for owners of this eggstra-ordinary compilation.

KWIK SNAX

```
POKE 37621,173 (Lives)
POKE 13874,173 (Weapons)
```

SPELLBOUND DIZZY

```
POKE 8388,173 (Lives)
```

DIZZY DOWN THE RAPIDS

```
POKE 46956,173 (Time)
```

DIZZY PRINCE OF THE YOLKFOLK

```
POKE 9339,173 (Lives)
POKE 12123,173 (Energy)
```

SUPER LEAGUE

(FOOTBALL)

If you find yourself short of a few readies more often than not, why not heed this sound advice from Ross and Damian Johnston. Firstly, load the game and pick your team. Go to the 'Edit Players' section and give two players EXACTLY the same name. Now, sell the first player at the earliest opportunity, then try to sell the other player. The price menu will appear. You will be credited with the money, but the player will still remain in your team! Use this cheat ad infinitum to build up a huge cash supply, but don't spend it all on sweets.

HUDSON HAWK

(OCEAN)

Here is an exclusive cheat mode courtesy of the programmer Robbie Tinman. On the title screen, before it flips to the hi-score table, push the joystick UP, DOWN, LEFT, RIGHT, and then RIGHT, LEFT, DOWN, and UP. The screen should flash to indicate that the cheat mode is active - infinite burglars are yours.

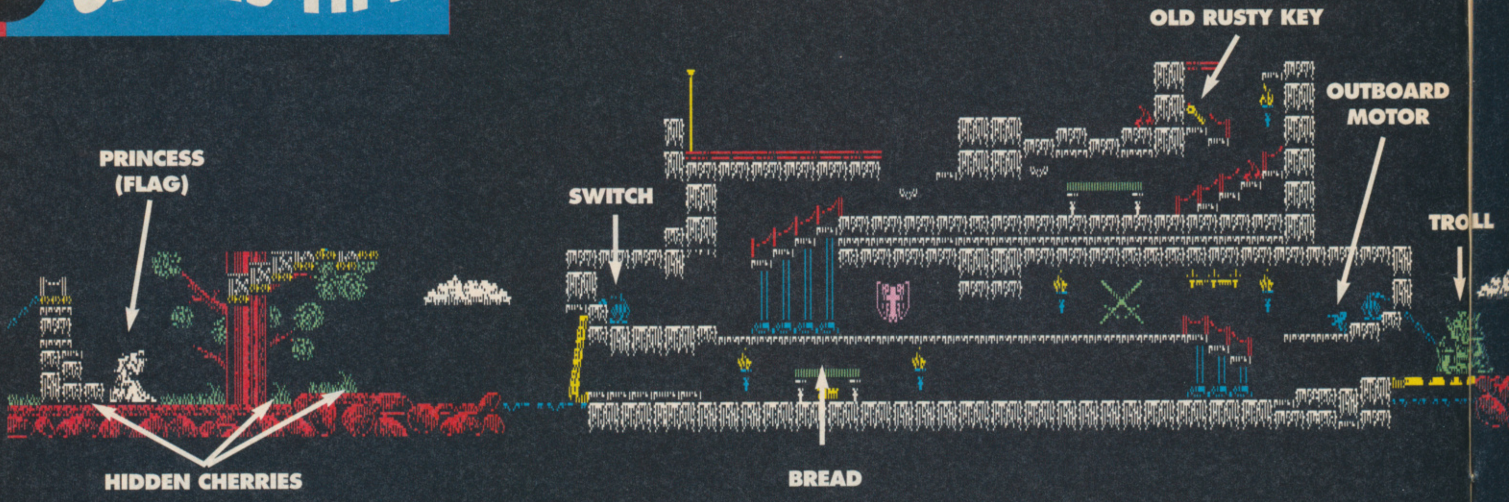
DEAR GAME BUSTERS

Every month we will be devoting this column to non-gameplaying problems. If you're a novice when it comes to computing, and don't understand POKEs, listings or cheat modes, or if you can't get one of our POKEs/listings to work, then simply drop us a line at: Dear Gamebusters, *Commodore Format,* 30 Monmouth Street, Bath, Avon, BA1 2BW.

This month's letter is from Derek Dean who lives in Wolverhampton...

"In CF16 on games tips page 27, what do I do to 'freeze it with the cartridge' and then 'restart' the game? I seem to have tried all the keys - is there some combination of keys required? Please excuse my inexperience, ignorance and all that. We can't wait for the next issue of* Commodore Format *to plop through our letterbox, so do your best."

The '101 POKEs' feature was for use with Action Replay cartridges and similar items. As far as the AR is concerned, when the game has loaded you should press the LEFT button to 'freeze' the game and bring up a menu. Select the 'POKES' option and enter the ones you want from the magazine. When you have finished, pressing 'F3' will restart the game with infinite lives (or whatever the POKEs were for). If you don't own an Action Replay cartridge, you cannot use the POKEs - it's as simple as that.



DIZZY PRINC
THE YOLKFOL

Are you so dizzy your head is spinning? Prince of the Poke Folk, Andy Roberts, goes for walkabout in downtown dizzyland. If you don't want egg on your face, fry this for size!

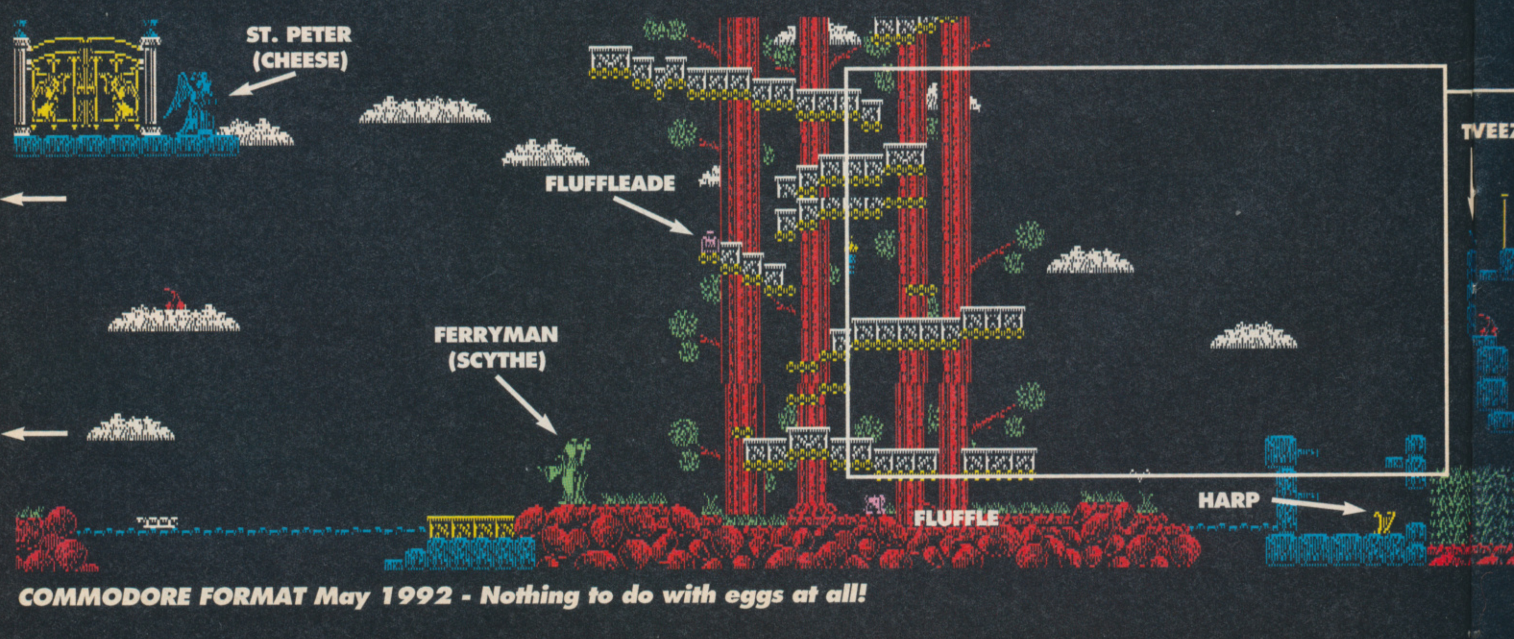
From the start, collect the LEAVES, MATCHES and JUG of WATER, then drop them next to the door in that order. Go L, L, get PICKAXE, R, R, R, get CAGE, R, get DIY BRIDGE KIT from the cloud, D, use pickaxe next to rocks, drop pickaxe, L, U, get NUGGET, D, R, R, R, talk to Ferryman - he will take the nugget.

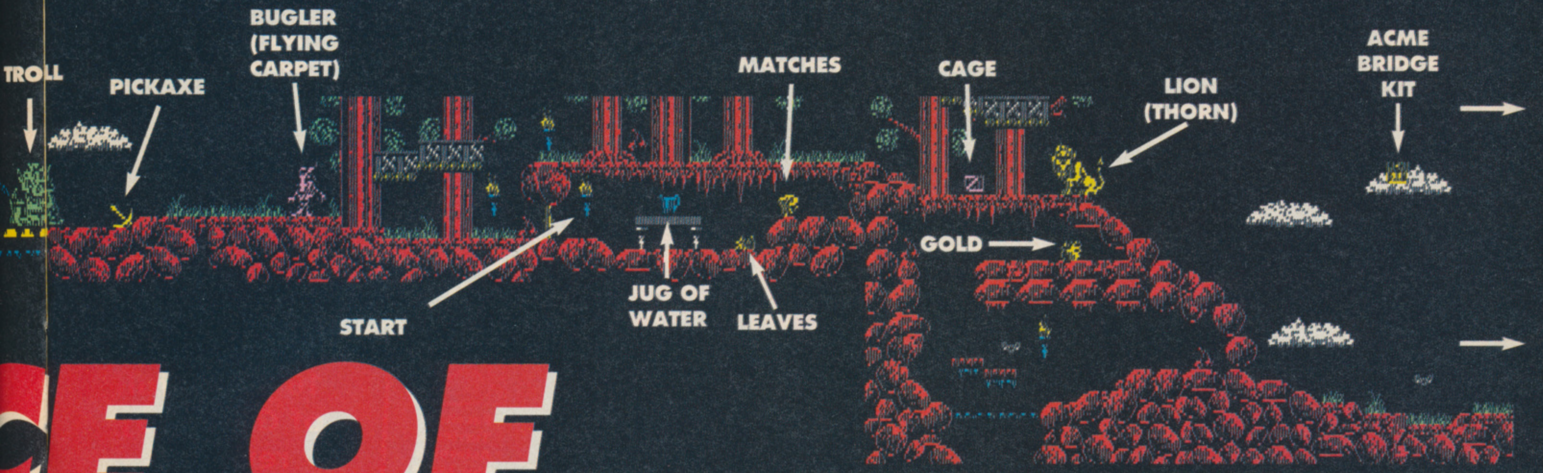
Go R, drop cage near Fluffle, U, R, go to right-hand ledge and jump L, drop DIY bridge kit, U, jump over to the Towers (follow route on map), get HARP, L, L, U, U, L, jump on to cloud, jump L, give harp to ST. PETER, get CHEESE, jump R, drop cheese in cage, get CAGED FLUFFLE, L, L, L, U, L, L, L, L, drop caged fluffle on rocks.

Go L, U+R, get OUTBOARD MOTOR, L, U+L, U, R, get KEY, L, D, R, D+R, R, R, R, R, D, R, R, give outboard motor to Ferryman, get SCYTHE, R, U, U, jump over to the Towers, drop SCYTHE by spiky bush, R, get BUGLE, U+L, U, R, R, R, U, use key to open door, drop key, D, U+L, L, L, get TWEEZERS, R, R, R, D+L, L, L, D, R, D+L, L, L, L, L, L, U, L, use tweezers on Lion's foot, get THORN.

Drop bugle, R, D, R, R, R, U, U, jump over to the Towers, R, U+L, U, R, R, R, U+L, drop thorn on left of screen, R, D+L, get SPANNER, L, L, D, R, D+L, L, L, L, L, L, U, L, get BUGLE, L, L, give bugle to Bugler, get JOKE BOOK, L, L, U+L, L, use spanner on drawbridge mechanism, R, R, D+L, L, L, give joke book to Princess, and then get the FLAG.

Go R, R, R, U+L, U, drop flag by flagpole, talk to Bugler, talk to King, D, R, D+R, R, R, R, R, D, R, R, R, U, U, jump over to the Towers, R, U+L, U, R, R, R, U, kiss Daisy (aaahhh!) to finish the game...




TROLL
PICKAXE
BUGLER (FLYING CARPET)
MATCHES
CAGE
LION (THORN)
ACME BRIDGE KIT
START
JUG OF WATER
LEAVES
GOLD

CE OF
LK

almost. Collect all 20 cherries and return to Daisy, then sit back and watch the great end sequence.

Ian
Cyclopedia

EGGS!

The largest eggs in the world are those of the ostrich. Some are as big as egg-shaped footballs (slightly deflated). A Southern Ostrich once laid a 5.07lb egg in Israel. It's shell could support the weight of a 20st. man.

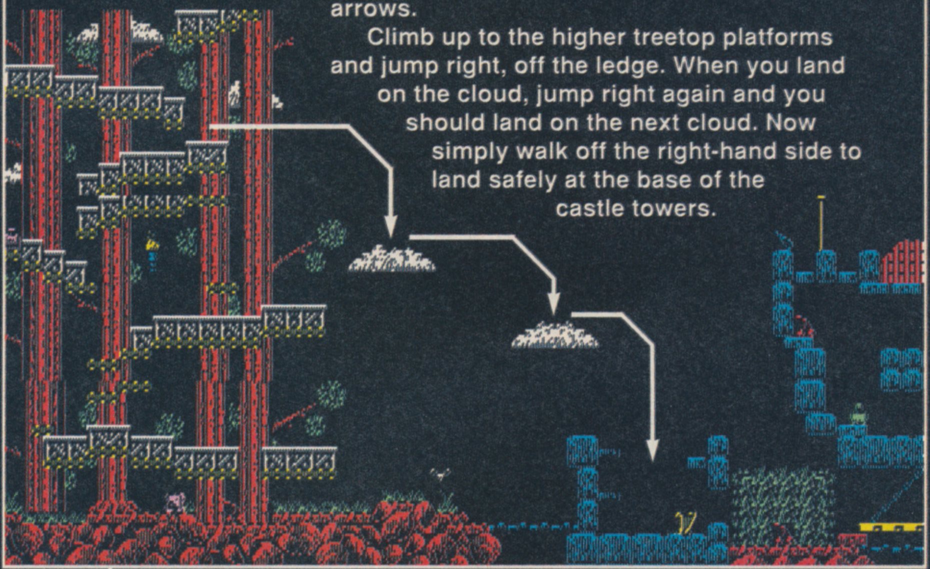
Interestingly, Sir Harry Secombe (of TV's famous *Highway*) has got a collection of Spanish and Portuguese eggs worth approximately £400.

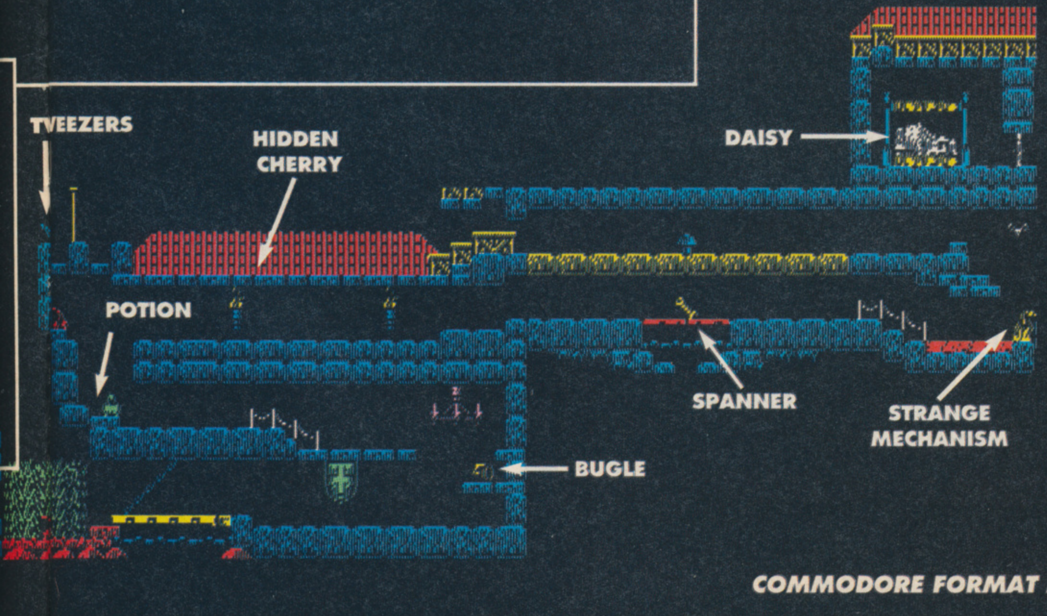
But the most 'eggs'pensive eggs are not actually laid; they're made by Fabergé out of gold, silver and priceless diamonds.

And a step to the right

Right, so how exactly do you get across the moat into the castle towers? In actual fact it's quite simple, if you follow our splendid little arrows.

Climb up to the higher treetop platforms and jump right, off the ledge. When you land on the cloud, jump right again and you should land on the next cloud. Now simply walk off the right-hand side to land safely at the base of the castle towers.




TVEEZERS
HIDDEN CHERRY
DAISY
POTION
SPANNER
STRANGE MECHANISM
BUGLE

HANDY HINTS

* Only collect cherries at the end of the game - you'll lose track of them otherwise.

* The MAGIC CARPET, POTION, and BREAD are red-herrings.

* Master travelling on the boat - it can be tricky at first.

* Avoid contact with the torches dotted around, as they sap your energy rather quickly.

*There are a couple of cherries hidden behind railings in the treetops - just to make things easier, we've decided not to highlight them!

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Like WOW! Heavy-duty compo or what?

Er... the bar code (ignore this bit)

Ooouch! Hey, just watch it! These arrows are a bit flippin' sharp. Careful, there's skin in that!

OW! I hate these flippin' adverts. It's all your fault Dyer, 'ooh, lets be in the ad' you said! Stupid great berk!

Andy 'Thicky' Dyer. Writer and twonk

Steve 'Misery Guts' Jarratt. Editor and dweeb

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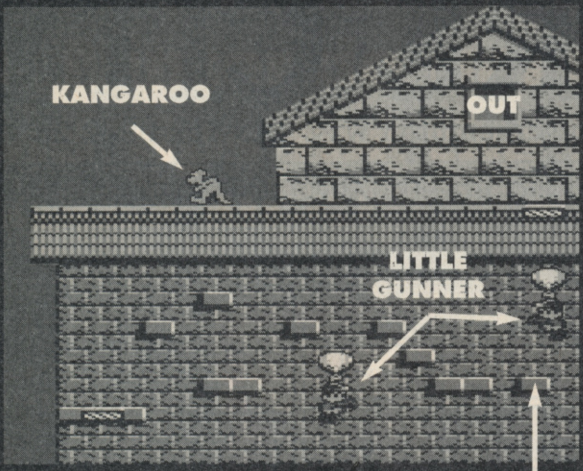
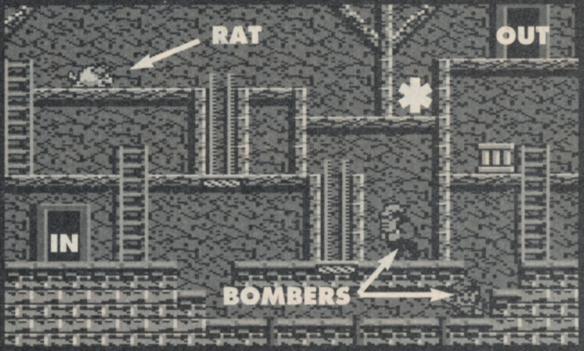
CASTLE TOP

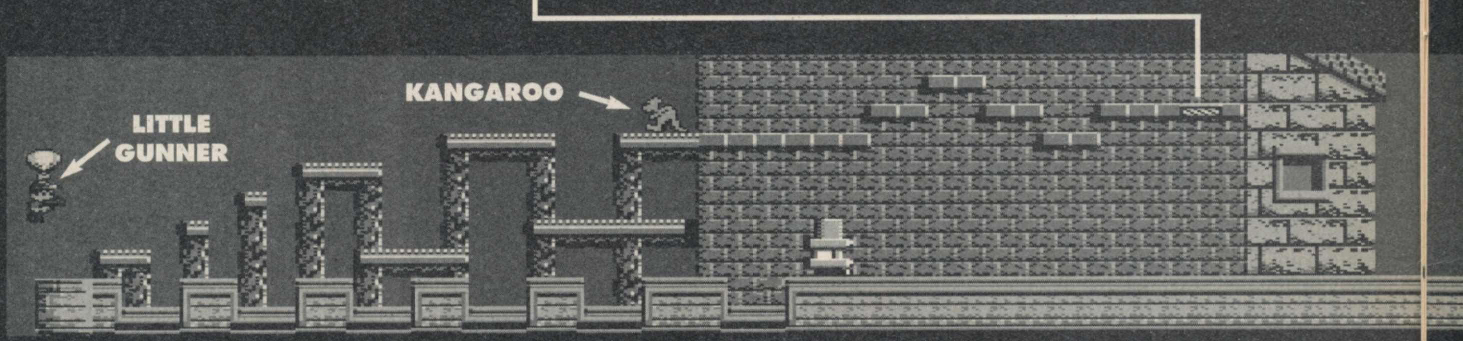

KANGAROO
OUT
LITTLE GUNNER


RAT
OUT
IN
BOMBERS

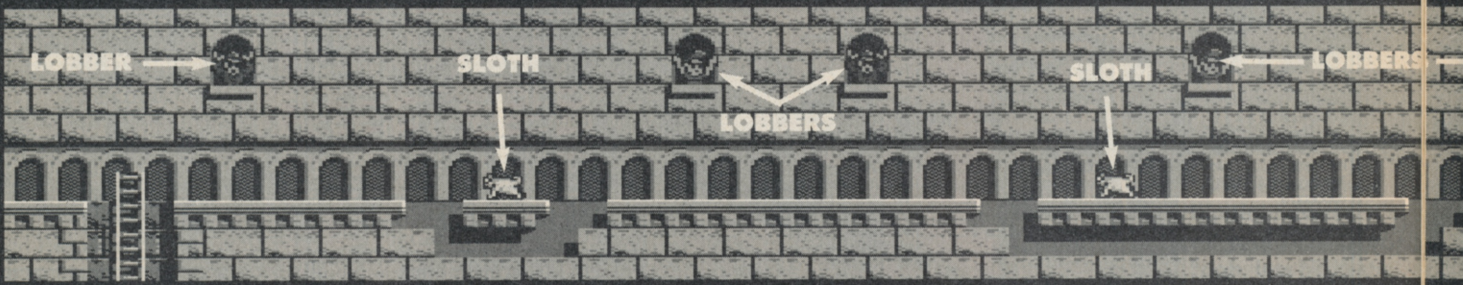
ANTE CHAMBER

C

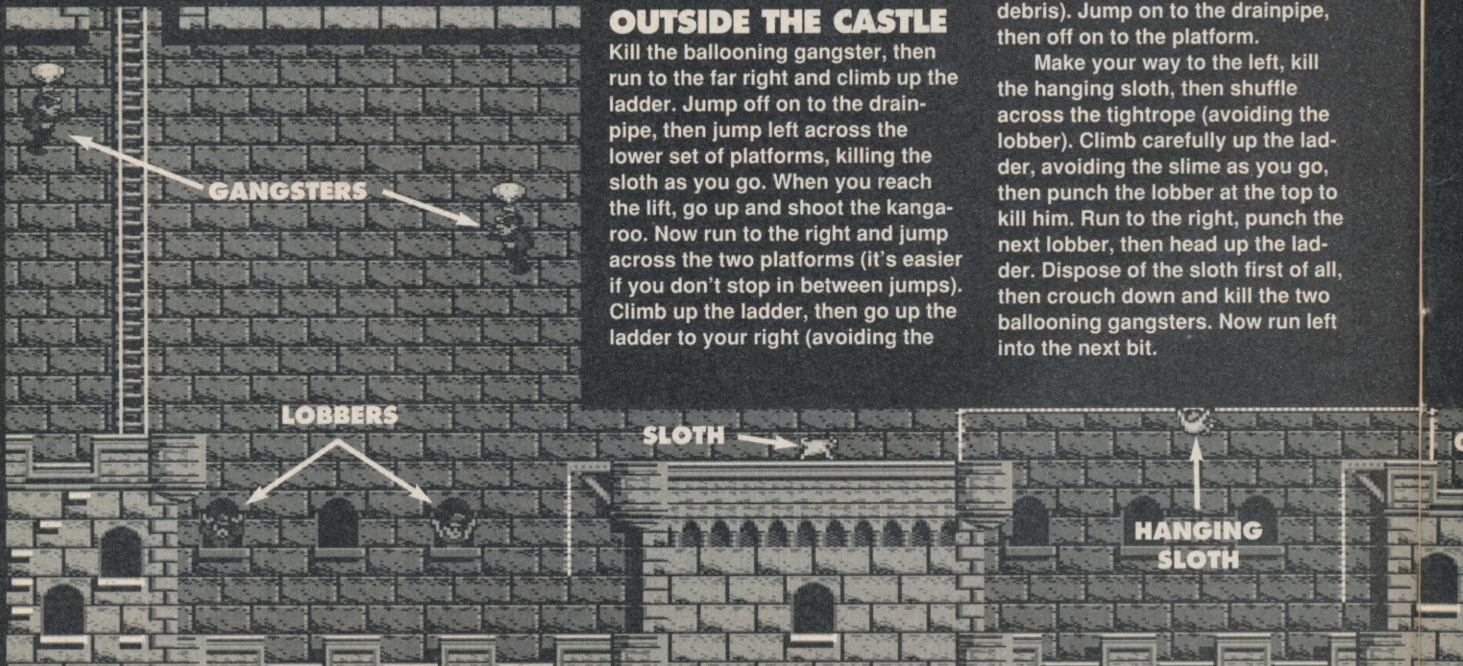
CASTLE ROOF


KANGAROO
LITTLE GUNNER

UPPER CASTLE


LOBBER
SLOTH
LOBBERS
SLOTH
LOBBERS

CASTLE RAMPARTS


GANGSTERS
LOBBERS
SLOTH
HANGING SLOTH

OUTSIDE THE CASTLE

Kill the ballooning gangster, then run to the far right and climb up the ladder. Jump off on to the drainpipe, then jump left across the lower set of platforms, killing the sloth as you go. When you reach the lift, go up and shoot the kangaroo. Now run to the right and jump across the two platforms (it's easier if you don't stop in between jumps). Climb up the ladder, then go up the ladder to your right (avoiding the debris). Jump on to the drainpipe, then off on to the platform.

Make your way to the left, kill the hanging sloth, then shuffle across the tightrope (avoiding the lobber). Climb carefully up the ladder, avoiding the slime as you go, then punch the lobber at the top to kill him. Run to the right, punch the next lobber, then head up the ladder. Dispose of the sloth first of all, then crouch down and kill the two ballooning gangsters. Now run left into the next bit.

HUDSON HAWK PART 3

Here's the final part of our enormous guide, which sees our favourite cat-burglar venturing deep into **Leonardo DaVinci's** *castle.*

UPPER CASTLE

Dodge past the lobber, kill the sloth, then jump across the platforms. Make your way past the next two lobbers, jump the platforms again, and kill the sloth at the other side. Nip past the next lobber, jump the gap, then push the crate under the ladder (avoiding the lobbers) and climb up it.

CASTLE ROOF

Make your way to the left, jumping over the low balls and ducking under the high ones. Don't stop once you're past the tennis-machine, go to the far left, kill the small balloonist, then climb up the platforms. Dispose of the kangaroo, then head quickly over the platforms and on to the lift - get off it when it stops, and kill the two small balloonists. Jump left across the platforms, get on to the lift, then kill the kangaroo on the upper ledge. Now get on the right-hand lift and go through the open window.

ANTE CHAMBER

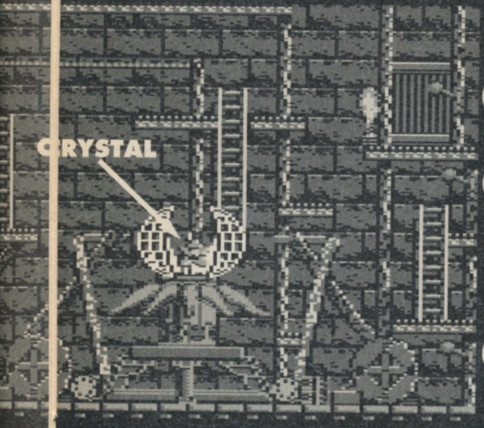
Nudge right until you're standing just in front of the ladder - now dispose of the little bomber and then the big henchman. Now climb up the ladder to the right and push the crate off the edge of the platform. Follow the route shown on the map and manoeuvre the crate to the position marked '*' via the lifts. The rat is a problem, but you can jump on top of the crate to avoid it. When the crate is in position, jump on to it, then jump on to the top-right platform - go through the door.

CRYSTAL ROOM

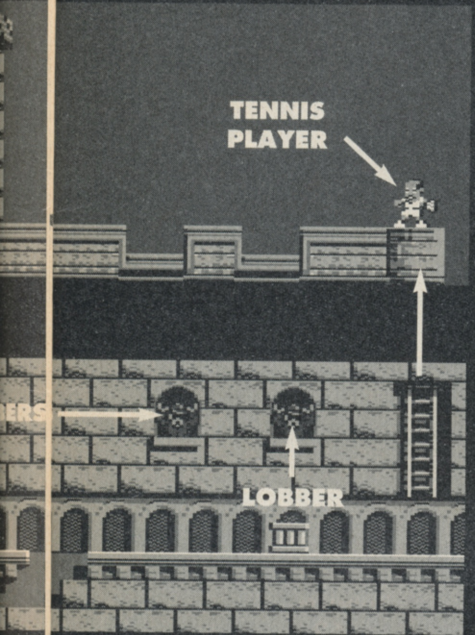
Drop down to the bottom and then hit the switch marked (1). Now go to the left and climb up the ladders, and then shuffle across the tightrope.

Jump to the middle switch (2) and hit it, then, as quickly as possible, drop down to the bottom, climb up the ladders and across the tightrope, then climb down the central ladder and drop off to collect the crystal. Climb up the ladders again, across the tightrope, then jump on to the top-right platform and hit switch (3) to escape.

Well done! You've destroyed the Alchemy machine and saved the economic fate of the world!

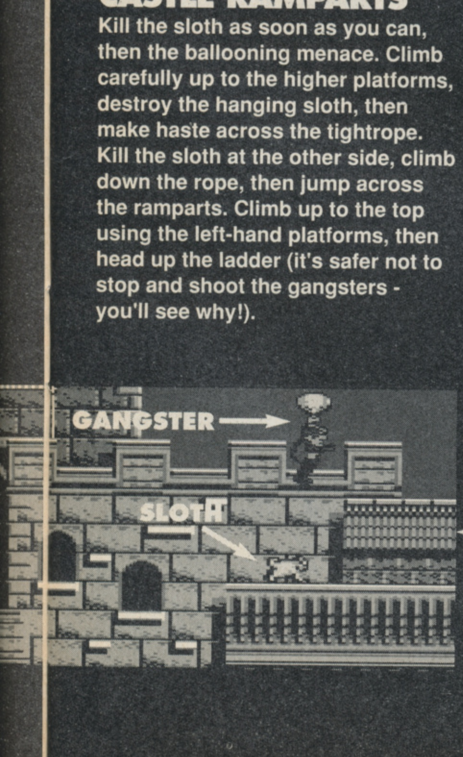


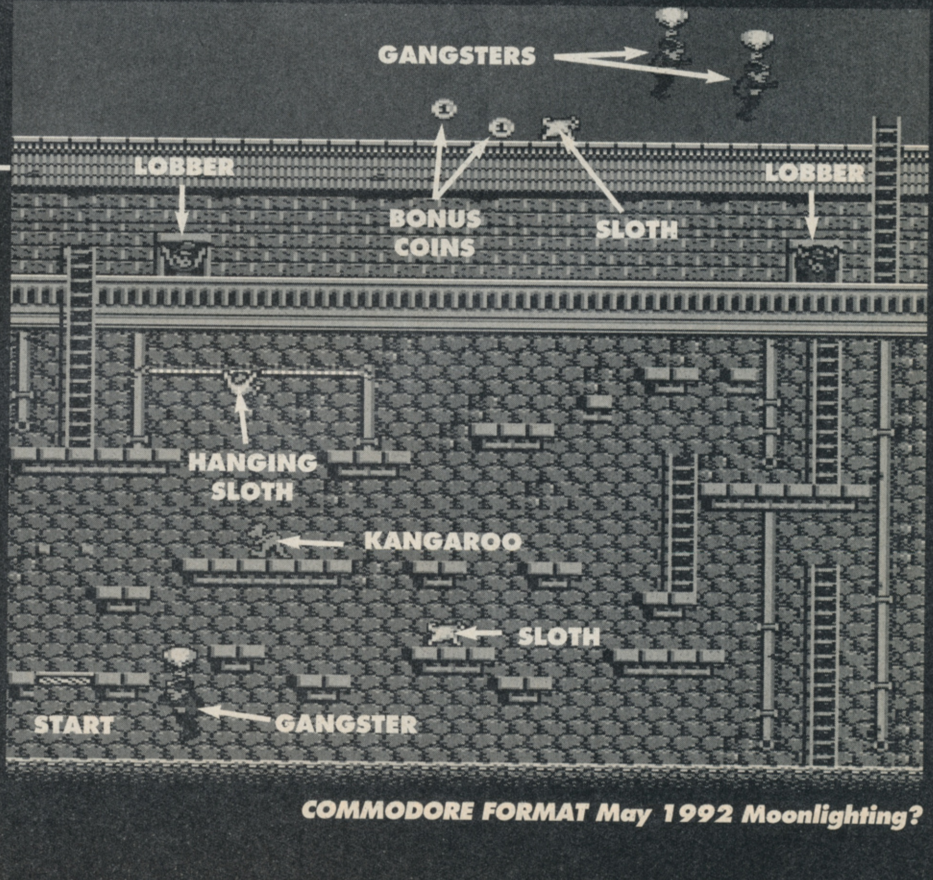
CRYSTAL ROOM



CASTLE RAMPARTS

Kill the sloth as soon as you can, then the ballooning menace. Climb carefully up to the higher platforms, destroy the hanging sloth, then make haste across the tightrope. Kill the sloth at the other side, climb down the rope, then jump across the ramparts. Climb up to the top using the left-hand platforms, then head up the ladder (it's safer not to stop and shoot the gangsters - you'll see why!).

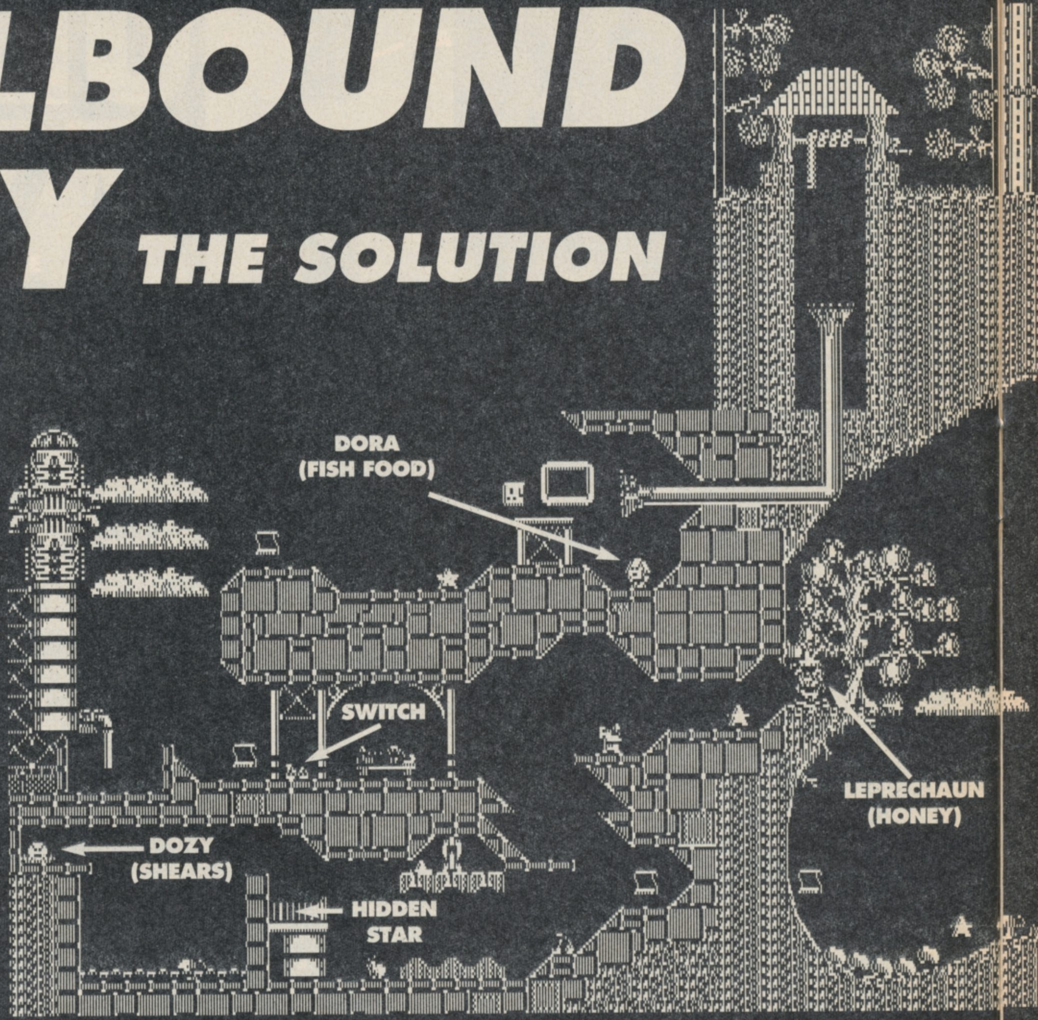




OUTSIDE THE CASTLE

SPELLBOUND DIZZY THE SOLUTION

Oh look, yet another Dizzy game! Yep, you've guessed it - more horribly awkward puzzles, sleepless nights and hair tearing! So you'll be wanting one of those Andy Roberts' maps then. Oh look...



Note: you should collect the stars (shown on the map) as you go along - you'll need these to release Dizzy's chums.

From the start, move LEVER, R, U, L, L, get 2 boulders, R, R, D, D, L, drop a boulder, get CEMENT, R, R, drop other boulder, drop cement in water, get BUCKET, talk to Daisy, get UMBRELLA, get BAG, L, U, U, U (on to cloud), jump R, get NET, get HAMMER, drop bucket in lake to fill it, D, drop bucket, drop hammer on rocks, D.

Talk to Denzil, get ZX81, get TRAMPETTE, drop trampette to the right of Denzil and jump on it to get out (tricky), get BUCKET, L, L, give umbrella and ZX81 to Theo, drop umbrella, drop ZX81, drop bucket, L, get 3 boulders, R, R, D, D, D, D, get SHAMROCK, drop net, drop all boulders, U, U, U, U, L, get ZX81, get BUCKET.

Go L, jump up to Leprechaun (follow arrows on map), give SHAMROCK to Leprechaun, get HONEY, drop bucket, drop ZX81, D, get 2 boulders, R, R, D, D, L, drop honey by BEAR, L, get TALISMAN, get JACK, talk to Grand Dizzy, get HEARING AID, R, R, drop boulders, U, L, drop hearing aid by Dylan, get VIBES, R, U, L, give hearing aid and vibes to Theo, drop hearing aid, drop vibes.

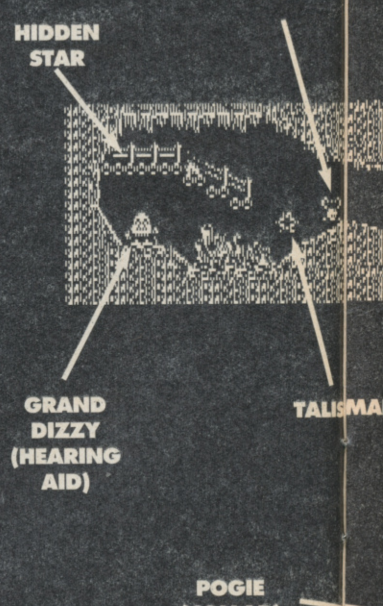
Go L, jump up to Leprechaun as before, give talisman to Leprechaun, get BUCKET, get ZX81, L, D, drop jack next to crusher, L, talk to Dozy, get SHEARS, R, U, L, drop bucket under tap, move LEVER, U, R, drop ZX81, talk to Dora, get FISHFOOD, L, D, R, R, D, R, give shears and fishfood to Theo, drop shears, get UMBRELLA, R, U (on to cloud as before), jump R, drop fishfood in lake.

Go R (on whale's back), get SCREWDRIVER, drop fishfood, L, D, L, L, drop umbrella, drop screwdriver, get SHEARS, L, get 3 boulders, R, R, D, D, D, D, L, drop shears by plant, R, get NET, L, drop net by Pogie, get COLLAR, drop all boulders, R, U, U, U, U, L, give collar to Theo - if you have collected all 16 stars Theo should now disappear.

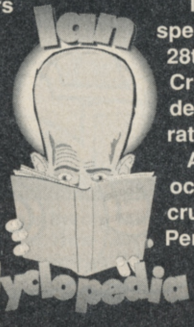
Drop all objects, get PLUG, get SCREWDRIVER, L, jump up to the Leprechaun screen as before, L, L, U, R, get ZX81, use screwdriver, stand on the table and drop ZX81, and you will get sucked back to your own world. Congratulations, Dizzy, you've saved all your friends.

TOP TIPS

* Every object is useful, and there are NO red herrings.
* The 'yummy fruit' replenishes energy - use it wisely.
* Jumping out of The Pit Bottom can be very difficult indeed, so practise!
* It can take time to fly up the windy shaft, so, above all, be patient.



Dizzy data you'll need later


Ian
Cyclopedia

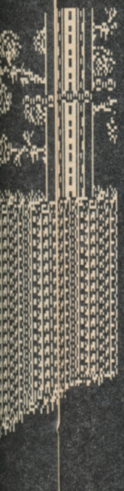
The longest dizzy spell ever was suffered by Mrs E Jones of Swansea. It lasted for 17 days, and she felt rather wobbly throughout. Doctors advised her not to operate heavy machinery during her spell.

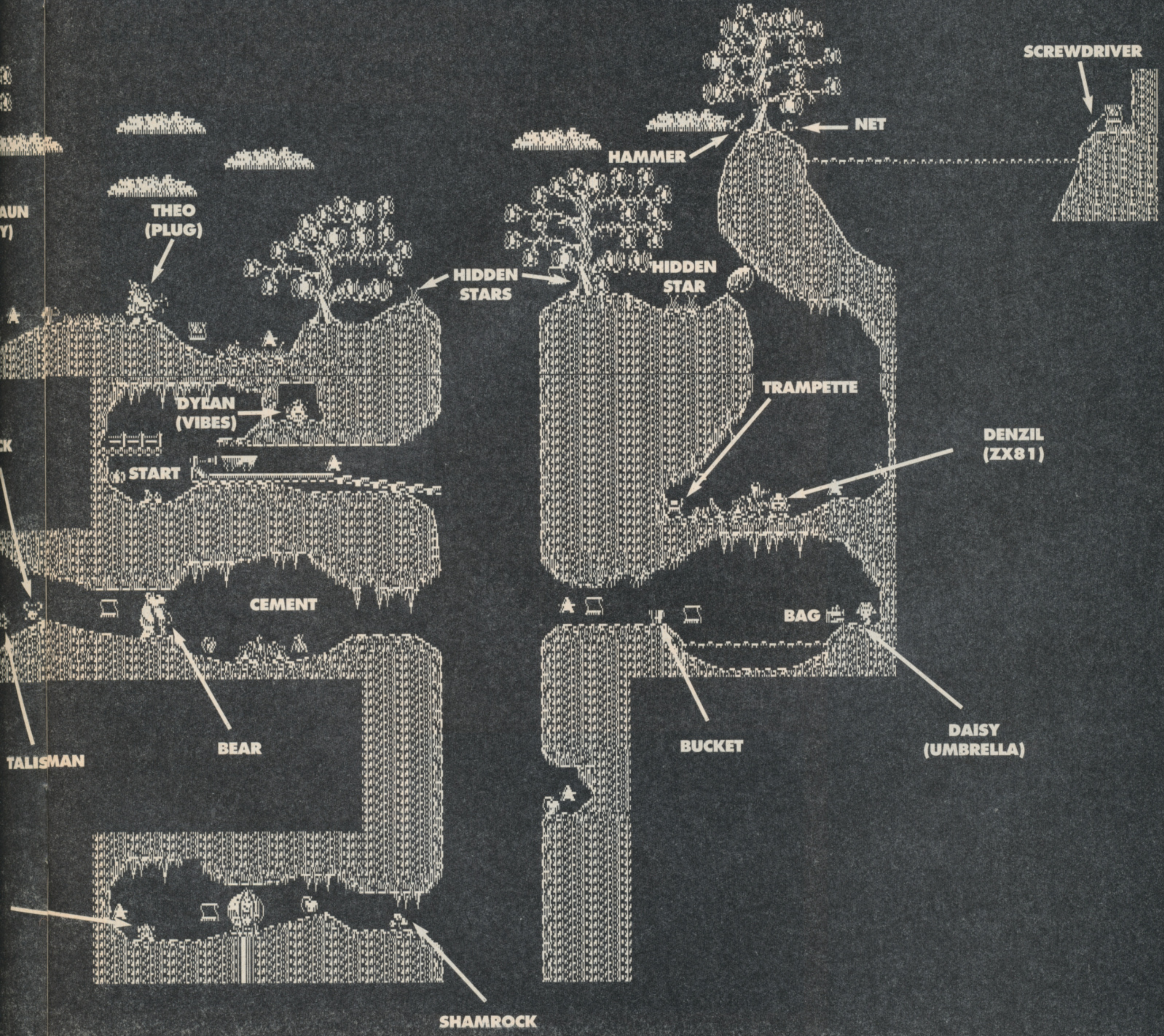
Interestingly, the longest dry spell in history occurred at the Desierto de Atacama in Chile. It lasted 400 years (and there was a hosepipe ban for at least 230 of these).

The hardest word in the world to 'spell' is a German one. Here goes; Donaudampfschiffahrtselectrizitaetenhauptbetriebswerkbauunterbeamtengesellschaft. It's the name of a club in Vienna (and I'm a member).

The most powerful *Dungeons And Dragons* spell ever cast was by Optimus J. Prime, a 28th level wizard. It was called 'Bigby's Crushing Hand', and it could completely destroy any creature (living, dead, undead or rather-ill-but-not-actually- dead) in the game.

And, finally, the world's biggest oil 'spell' occurred in 1991. Several billion gallons of crude were deliberately 'spelt' into the Persian Gulf by Iraqi forces invading Kuwait. If it had all been set alight at once, the resulting fire might well have been seen from Kendal, in the Lake District (or possibly Carlisle). Certainly from Todmorden.




SCREWDRIVER
NET
HAMMER
AUN
Y)
THEO
(PLUG)
HIDDEN
STARS
HIDDEN
STAR
DYLAN
(VIBES)
START
TRAMPETTE
DENZIL
(ZX81)
CK
CEMENT
BAG
TALISMAN
BEAR
BUCKET
DAISY
(UMBRELLA)
SHAMROCK

THE SIMPSONS

(OCEAN)

Here's an amazing listing - not only does it offer infinite lives, infinite time, and only four goals to complete per level, it also gives Bart a spiffy mega jump to reach those high ledges.

```
0 REM SIMPSONS CHEAT BY M PUGH
1 FOR X=258 TO 444:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>19203 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 258
10 DATA 032,086,245,169,019,141,227,002
11 DATA 169,001,141,228,002,096,072,077
12 DATA 080,169,076,141,060,009,169,035
13 DATA 141,061,009,238,062,009,076,000
14 DATA 008,169,032,133,001,162,017,189
15 DATA 072,001,157,202,006,202,138,208
16 DATA 246,162,099,189,089,001,157,255
17 DATA 221,202,138,208,246,169,203,141
18 DATA 004,004,169,006,141,005,004,169
19 DATA 032,133,001,032,000,222,108,002
20 DATA 000,169,000,162,173,160,004,096
21 DATA 173,208,024,201,001,240,028,201
22 DATA 133,240,040,201,024,240,052,201
23 DATA 160,240,064,032,213,006,141,118
24 DATA 036,142,027,012,142,032,002,140
25 DATA 058,035,096,032,213,006,141,208
26 DATA 024,142,198,012,142,138,015,140
27 DATA 001,009,096,032,213,006,141,041
28 DATA 036,142,048,012,142,193,033,140
29 DATA 237,034,096,032,213,006,141,209
30 DATA 036,142,047,012,142,045,034,140
31 DATA 089,035,096,032,213,006,141,249
32 DATA 036,142,065,012,142,086,034,140
33 DATA 128,035,096
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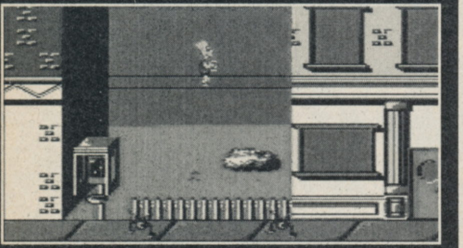


Bart is either completely mad, or he's a cartoon character who can't be harmed by falling 20 feet on to a concrete pavement.

ROBOCOP

(OCEAN/HIT SQUAD)

Stay out of trouble with this handy POKE for infinite lives and energy (on the appropriate levels).

```
0 REM ROBOCOP CHEAT BY M PUGH
1 FOR X=348 TO 439:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>11644 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 348
10 DATA 169,128,133,157,032,086,245,169
11 DATA 032,141,084,003,169,118,141,085
12 DATA 003,169,001,141,086,003,096,072
13 DATA 077,080,072,169,096,141,147,172
14 DATA 141,104,173,169,142,141,243,246
15 DATA 169,001,141,244,246,104,173,032
16 DATA 208,096,169,062,141,039,142,169
17 DATA 185,141,040,142,169,096,141,110
18 DATA 176,141,036,177,169,173,141,169
19 DATA 185,169,001,141,170,185,076,000
20 DATA 128,169,096,141,221,167,141,164
```

SAMARIT CORNER

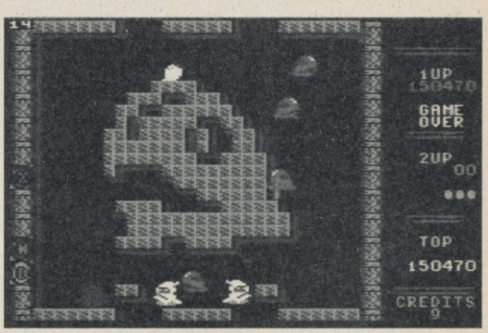
Get by with a little help from your friend Andy Roberts. If you're desperate for a listing, write to Samaritan's Corner,* Commodore Format, *30 Monmouth Street, Bath, Avon, BA1 2BW.

CREATURES

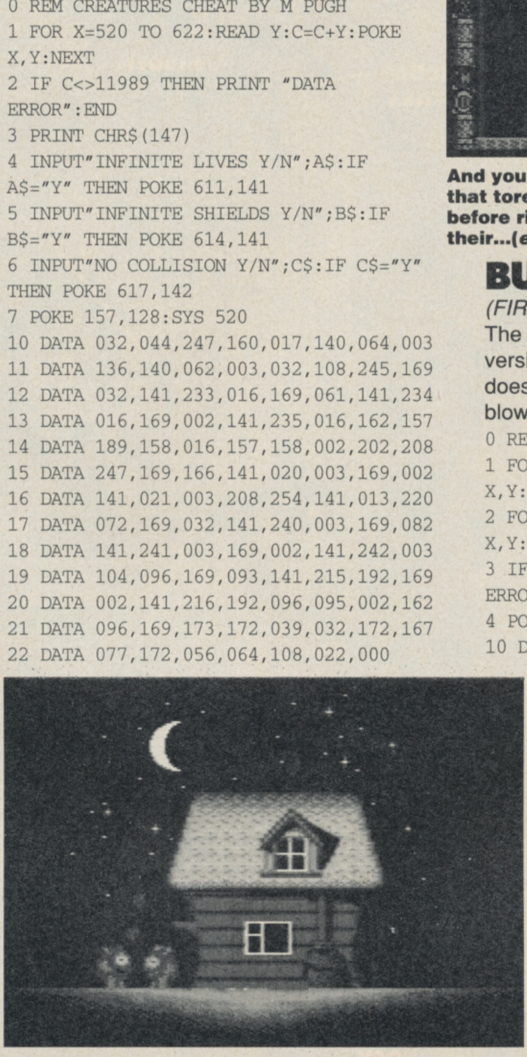
(THALAMUS)

Printed in *CF15* and back by popular demand, a listing for infinite lives, unlimited shields, and no collision detection.

```
0 REM CREATURES CHEAT BY M PUGH
1 FOR X=520 TO 622:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>11989 THEN PRINT "DATA
ERROR":END
3 PRINT CHR$(147)
4 INPUT"INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 611,141
5 INPUT"INFINITE SHIELDS Y/N";B$:IF
B$="Y" THEN POKE 614,141
6 INPUT"NO COLLISION Y/N";C$:IF C$="Y"
THEN POKE 617,142
7 POKE 157,128:SYS 520
10 DATA 032,044,247,160,017,140,064,003
11 DATA 136,140,062,003,032,108,245,169
12 DATA 032,141,233,016,169,061,141,234
13 DATA 016,169,002,141,235,016,162,157
14 DATA 189,158,016,157,158,002,202,208
15 DATA 247,169,166,141,020,003,169,002
16 DATA 141,021,003,208,254,141,013,220
17 DATA 072,169,032,141,240,003,169,082
18 DATA 141,241,003,169,002,141,242,003
19 DATA 104,096,169,093,141,215,192,169
20 DATA 002,141,216,192,096,095,002,162
21 DATA 096,169,173,172,039,032,172,167
22 DATA 077,172,056,064,108,022,000
```



And you thought dinosaurs were fierce reptiles that tore the limbs from unsuspecting browsers, before ripping out their throats and tearing their...(*er, that will do Andy. Thanks - Ed*)



It was the night before Christmas and all through the house, people were wondering what those two suspicious characters were doing outside.

BUBBLE BOBBLE

(FIREBIRD/HIT SQUAD)

The listing in *CF15* refused to work on some versions of the game - but this one definitely does! Type it in and RUN it for infinite bubble-blowing dinosaurs.

```
0 REM BUBBLE BOBBLE CHEAT BY M PUGH
1 FOR X=52992 TO 53113:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=608 TO 615:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>15348 THEN PRINT "DATA
ERROR":END
4 POKE 157,128:SYS 52992
10 DATA 032,086,245,169,017,141,211,002
    11 DATA 169,207,141,212,002,096,
    072,077
    12 DATA 080,169,030,141,120,029,
    169,207
    13 DATA 141,121,029,076,000,028,
    072,169
    14 DATA 045,141,128,028,169,207,
    141,129
    15 DATA 028,104,076,130,028,047,
    207,072
    16 DATA 165,173,201,191,240,004,
    104,108
    17 DATA 172,000,169,076,141,026,
    191,169
    18 DATA 096,141,027,191,169,207,
    141,028
    19 DATA 191,169,172,141,128,028,
    169,000
```

```
20 DATA 141,129,028,169,130,141,120,029
21 DATA 169,028,141,121,029,108,172,000
22 DATA 169,112,141,254,191,169,207,141
23 DATA 255,191,120,169,047,076,029,191
24 DATA 114,207,169,002,141,070,072,108
25 DATA 121,000,169,189,141,216,004,076
26 DATA 096,068
```

GREEN BERET

(IMAGINE/HIT SQUAD)

Probably the most difficult game on the C64, so what better than a POKE for infinite lives and ammunition.

```
0 REM GREEN BERET CHEAT BY WAZ
1 FOR X=8192 TO 8233:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4975 THEN PRINT "DATA
ERROR":END
3 SYS 8192
4 DATA 169,001,168,170,
032,186,255,169
5 DATA
000,032,189,255,169,
000, 032,213
6 DATA 255,160,010,
185,031,032,153,205
7 DATA 005,136,016,
247,108,036,003,169
8 DATA 173,141,053,021,
141,243,022,076
9 DATA 253,061
```

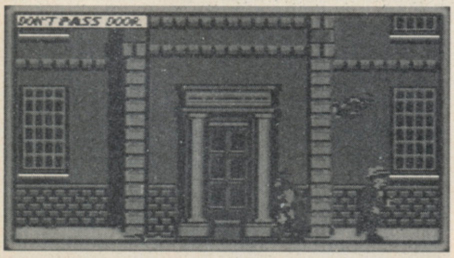
I didn't want to be a soldier. I wanted to be a dancer. I've got ballet shoes, a pink frock and a pair of tights.

BATMAN - CAPED CRUSADER

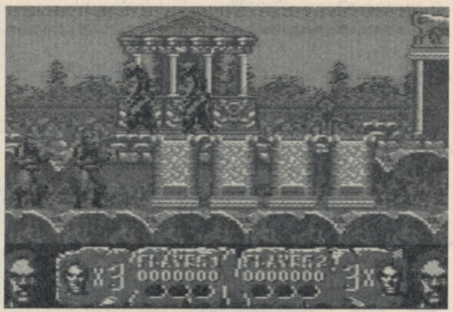
(OCEAN)

This listing, for the original Ocean version only, rewards everyone's favourite cowled chum with an infinite supply of everything.

```
0 REM CAPED BLOKE CHEAT BY M PUGH
1 FOR X=364 TO 400:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4096 THEN PRINT "DATA ERROR":END
3 INPUT "WHICH PART (1/2)";A
4 IF A=2 THEN POKE 394,210:POKE 395,126
5 SYS 364
10 DATA 169,128,133,157,032,086,245,169
11 DATA 032,141,084,003,169,134,141,085
12 DATA 003,169,001,141,086,003,096,072
13 DATA 077,080,072,169,181,141,159,125
14 DATA 104,173,032,208,096
```



Hm. With my special Bat-sensor, I can tell that someone inside this building is eating a bag of cheese and onion flavoured crisps.



Yes, yes, Lionel. It's a lovely temple, but where are the toilets? How can you expect me to enjoy the architecture if I'm bursting?

ALTERED BEAST

(ACTIVISION/HIT SQUAD)

For those of you who rushed out and bought the re-release but unfortunately found it as playable as a brick, try this exquisite listing for infinite lives.

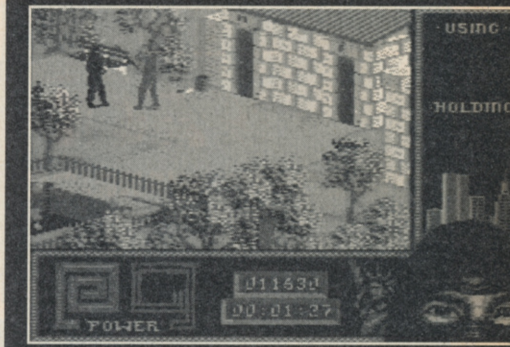
```
0 REM ALTERED BEAST CHEAT BY M PUGH
1 FOR X=537 TO 598:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=288 TO 296:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>7100 THEN PRINT "DATA
ERROR":END
4 POKE 157,128:SYS 537
10 DATA 032,044,247,056,
169,018,141,177
11 DATA 003,169,048,
141,178,003,169,106
12 DATA 141,179,003,
032,108,245,072,077
13 DATA 080,169,064,
141,197,008,169,002
14 DATA 141,198,008,
032,191,003,096,066
15 DATA 002,169,074,141,064,
002,108,022
16 DATA 000,169,032,141,033,
162,169,001
17 DATA 141,035,162,076,055,
152,141,032
18 DATA 208,169,000,141,204,
076,096
```

WWF WRESTLING

(OCEAN)

If you want to annihilate all your opponents every time you play, try this listing for infinite energy, credits, and time, and they should be yours for the beating.

```
0 REM WWF CHEAT BY MARTIN PUGH
1 FOR X=527 TO 585:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7044 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE ENERGY Y/N";A$:IF
A$="Y" THEN POKE 571,141
4 INPUT "INFINITE CREDITS Y/N";B$:IF
B$="Y" THEN POKE 576,141
5 INPUT "INFINITE TIME Y/N";C$:IF C$="Y"
THEN POKE 581,141
6 POKE 157,128:SYS 527
10 DATA 032,086,245,169,032, 141,084,003
11 DATA 169,002,141,086,003, 096,072,077
12 DATA 080,173,032,208,072, 169,032,141
13 DATA 203,005,169,053,141,204, 005,169
14 DATA 002,141,205,005,104,096,173,032
15 DATA 208,072,169,248,173,117,146,169
16 DATA 173,173,048,176,169,234,173,120
17 DATA 224,104,096,000,000,000,000,000
```



The Gents is on your left, Vanessa. But remember to put 10p in the slot to activate the hand-dryer, and for goodness' sake - don't put too much paper in again. It's not a nice job, unblocking them, you know!

LAST NINJA 2

(SYSTEM 3/HIT SQUAD)

If you want infinite lives on every level (you can't have them for the 'Final Confrontation', though), type in the following listing, SAVE it for future use, and then RUN it.

```
0 REM LAST NINJA 2 CHEAT
1 FOR X=304 TO 431:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>14491 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 373
10 DATA 169,173,141,080,146,169,060,141
11 DATA 094,023,169,003,141,095,023,162
12 DATA 036,189,079,001,157,060,003,202
13 DATA 016,247,162,018,076,243,063,165
14 DATA 236,041,015,170,189,084,003,141
15 DATA 080,003,189,090,003,141,081,003
16 DATA 169,173,141,255,255,076,243,063
17 DATA 080,082,108,153,187,015,146,143
18 DATA 124,138,139,144,000,032,044,247
19 DATA 056,169,171,141,177,003,169,138
20 DATA 141,178,003,169,105,141,179,003
21 DATA 032,108,245,169,153,141,064,242
22 DATA 169,001,141,065,242,032,191,003
23 DATA 096,169,191,141,178,003,169,003
24 DATA 141,179,003,169,048,141,009,020
25 DATA 169,001,141,010,020,076,100,241
```

LAST NINJA

(SYSTEM 3/HIT SQUAD)

Although not quite as difficult as its sequel, this game is still a bit of a toughie. If you know what's good for you, type in this POKE for infinite lives, and it's all yours for the winning.

```
0 REM LAST NINJA CHEAT
1 FOR X=579 TO 640:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=31722 TO 31735:READ
Y:C=C+Y:POKEX,Y:NEXT
3 IF C<>8876 THEN PRINT "DATA
ERROR":END
4 POKE 649,0:SYS 579
10 DATA 198,157,078,041,003,169,000,162
11 DATA 001,168,032,186,255,032,189,255
12 DATA 032,213,255,120,136,140,021,003
13 DATA 169,128,141,237,002,238,119,244
14 DATA 238,120,244,169,166,141,020,003
15 DATA 108,020,003,162,121,142,178,003
16 DATA 206,179,003,076,081,003,169,197
17 DATA 141,135,120,076,191,003,012,000
18 DATA 000,169,049,141,159,002,169,234
19 DATA 141,160,002,096
```

POWER PACK

CYBERDYNE WARRIOR

To complement last month's spinky maps, try this sponky listing for infinite energy, time and ammunition.

```
0 REM CYBERDYNE CHEAT BY MARTIN PUGH
1 FOR X=516 TO 555:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4909 THEN PRINT "DATA
ERROR":END
3 INPUT "INFINITE ENERGY Y/N";A$:IF
A$="Y" THEN POKE 541,141
4 INPUT "INFINITE TIME Y/N";B$:IF
B$="Y" THEN POKE 544,141:POKE 547,141
5 INPUT "INFINITE AMMO Y/N":C$:IF
C$="Y" THEN POKE 550,141
6 POKE 157,128:SYS 516
10 DATA
032,086,245,169,019,141,207,003
11 DATA
206,208,003,096,072,077,080,169
12 DATA
002,141,113,009,076,230,003,169
13 DATA
173,174,003,232,174,161,232,174
14 DATA
164,232,174,118,231,076,027,008
```

BATTLE VALLEY

For infinite energy, time, and ammunition, type in the following listing and RUN it. Note that the helicopter can still collide with scenery, and likewise the tank can still fall down any gaps.

```
0 REM BATTLE VALLEY CHEAT BY M PUGH
1 FOR X=516 TO 565:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5852 THEN PRINT "DATA
ERROR":END
3 INPUT "INFINITE ENERGY Y/N";A$:IF
A$="Y" THEN POKE 540,165
4 INPUT "INFINITE TIME Y/N";B$:IF
B$="Y" THEN POKE 556,173
5 INPUT "INFINITE AMMO Y/N":C$:IF
C$="Y" THEN POKE 548,165
6 POKE 157,128:SYS 516
10 DATA
032,086,245,169,019,141,207,003
11 DATA
206,208,003,096,072,077,080,169
12 DATA
002,141,113,009,076,230,003,169
13 DATA
133,141,020,077,141,157,066,169
14 DATA
133,141,200,077,141,210,077,169
15 DATA
157,141,241,103,141,247,103,076
16 DATA 027,008
```

SENSITIVE

Oh dear... it seems that the infinite lives option was missing from some copies of the game - so here's a listing that puts it back again! It also lets you opt for an easier game, so the tiles won't explode until you move off them. Sorry 'bout that folks, but this should make life a little easier!

```
0 REM SENSITIVE CHEAT BY M PUGH
1 FOR X=516 TO 553:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4200 THEN PRINT "DATA
ERROR":END
3 INPUT "EASY GAME Y/N";A$:IF A$="Y"
THEN POKE 547,141
4 POKE 157,128:SYS 516
5 DATA 032,086,245,169,019,141,207,003
6 DATA 206,208,003,096,072,077,080,169
7 DATA 032,141,232,009,169,002,141,233
8 DATA 009,076,230,003,072,169,173,173
9 DATA 136,064,104,076,128,015
```

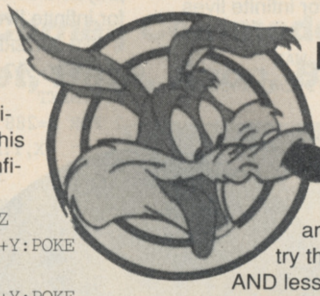
FRAME BUSTERS

Listings, listings and 'erm, more listings. Martin Pugh esq does what he does best and makes life seriously easy - or at least infinite!

TURBOCHARGE

Cruising around in a sports car is all very well, but the game is horribly difficult after level 2. Type in this listing, SAVE it, then RUN it for infinite time, fuel, and damage.

```
0 REM TURBOCHARGE CHEAT BY WAZ
1 FOR X=543 TO 614:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=336 TO 375:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>12856 THEN PRINT "DATA
ERROR":END
4 INPUT "INFINITE TIME Y/N";A$:IF A$="N"
THEN POKE 345,1
5 INPUT "INFINITE FUEL Y/N";B$:IF B$="N"
THEN POKE 350,206
6 INPUT "INFINITE DAMAGE Y/N";C$:IF
C$="N" THEN POKE 358,165
7 POKE 157,128:SYS 543
10 DATA 032,044,247,056,169,021,141,177
11 DATA 003,169,055,141,178,003,169,106
12 DATA 141,179,003,032,108,245,169,076
13 DATA 141,196,224,169,072,141,197,224
14 DATA 169,002,141,198,224,032,191,003
15 DATA 096,169,032,141,044,009,169,160
16 DATA 141,045,009,169,007,141,046,009
17 DATA 162,000,189,080,001,157,160,007
18 DATA 232,224,040,208,245,108,022,000
19 DATA 072,173,112,107,201,001,208,018
20 DATA 169,000,141,112,107,169,173,141
21 DATA 123,113,141,242,113,169,096,141
22 DATA 055,116,206,032,208,104,173,013
23 DATA 220,096,087,065,090,032,057,050
```

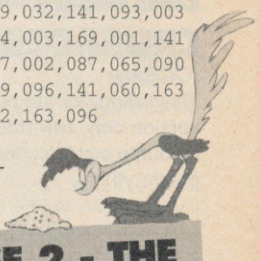


ROADRUNNER & WILE E. COYOTE

If you're still struggling with this cartoon tie-in and don't want to be beaten, try this listing for infinite lives AND less time to endure each level.

```
0 REM ROADRUNNER CHEAT BY WAZ
1 FOR X=384 TO 421:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4256 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147)
4 INPUT"INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 412,24
5 INPUT"LESS TIME Y/N";B$:IF B$="N" THEN
POKE 417,225
6 POKE 157,128:SYS 384
10 DATA 032,086,245,169,032,141,093,003
11 DATA 169,152,141,094,003,169,001,141
12 DATA 095,003,076,167,002,087,065,090
13 DATA 206,032,208,169,096,141,060,163
14 DATA 169,224,141,132,163,096
```

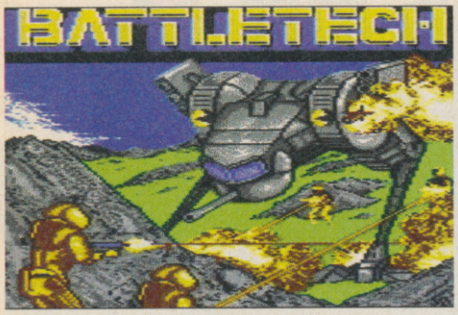
Cue, mucho meep meeping and cliff-falling!



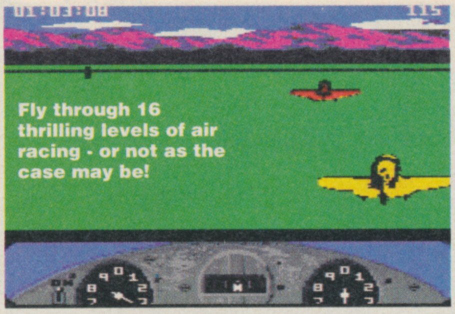
TOTAL ECLIPSE 2 - THE SPHINX JINX

As promised last issue, here's a POKE for the covertape version, offering infinite time, water, health, and ankhs. Useful, eh?

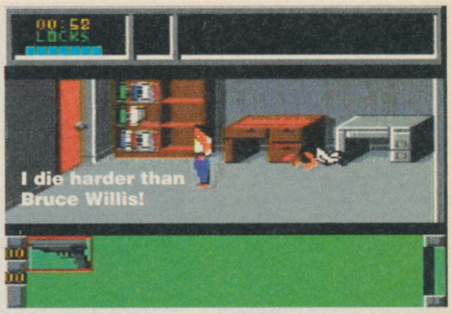
```
0 REM SPHINX JINX CHEAT BY M PUGH
1 FOR X=516 TO 591:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>9235 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 002,141,113,009,076,230,003,169
13 DATA 173,141,073,114,141,119,114,141
14 DATA 101,114,141,044,116,141,117,105
15 DATA 141,243,126,169,169,141,160,114
16 DATA 169,001,141,161,114,169,141,141
17 DATA 162,114,169,070,141,163,114,169
18 DATA 029,141,164,114,169,234,141,165
19 DATA 114,076,027,008
```



Battletech - a bit weird, for my liking! It's like one of those b/w *Buck Rogers* cliff hangers - but in colour!



Fly through 16 thrilling levels of air racing - or not as the case may be!



I die harder than Bruce Willis!

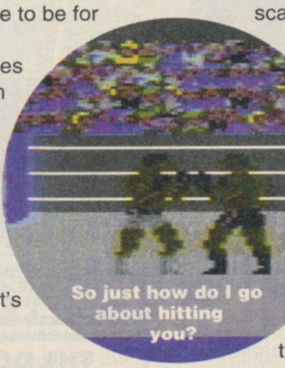
POWER HITS

If your stock of games looks a bit weedy compared to that of your best mate, you obviously need a boost. Activision's latest mega compilation could be the answer, but is old really gold? Linda Barker powers it up to find out.

Ten games for 20 smackers, eh? It really does sound too good to miss, but before you go smashing up your pink china pig, just remember that he's been sitting on that shelf for nigh on ten years. When you do smash him up it's going to have to be for something worthwhile.

There are some good games here, such as *Rampage*, which is simple, but fun. Just choose your monster and proceed to wipe out a city. Then climb up the sides of buildings, punch them to bits, grab helicopters out of the air, climb to the top of the building and wave your arms around a lot. It's just like being in a *King Kong* movie, kind of.

Fun of a rather different sort can be had with *Die Hard*. The idea here is to wander around various New York locations and, erm, kill people. The graphics are pretty basic (it looks like the programmer missed out half the on-screen objects), but what the heck. Another goodie is *Ghostbusters 2*. The graphics are big and bold, the slime monsters are lush and green and the various ghosties are suitably scary. It's an easy game to grasp; simply kill loads of ghosts and collect your power-ups, loads more weapons, courage boost and a mucus-scooper. Mmm!



So just how do I go about hitting you?

The most difficult game in the pack is *Fighter Bomber*. As with most flight sims, there's tons to do and loads to master before you can become Mr Ace Pilot. There's oodles of weapons, a choice of plane and a variety of difficult missions. Load it up, get really scared, decide to go home and get told you can't. (Darn!)

Now, all the above games are good, but none is amazing. A compilation with just those five games for a tenner would be loads more of a barg than the actual package we've got here. You see, the rest of the games are pretty dire. *Star Rank Boxing* is a rather dull boxing game in which you get to throw a lot of punches and stare at the audience, which is made up of pink, yellow and purple blobs. You can't really tell what punches you're throwing, which makes it more of a 'punch and see what happens' rather than a strategic 'if I do a left-hook he'll come crashing down' game.

The Last Ninja is just as boring in its own way. All you have to do is walk along a path, kick people and collect various objects. The graphics are nice and clear but the whole thing is neither good fun nor incredibly awful, it's just okay. *Grave Yardage* tries to re-invent American Football and, well, doesn't. Your Gridiron looks daft, pointlessly violent and yet has a depth of strategy under its padding. *Grave Yardage* manages to look daft, seem confusing, be pointlessly violent and, uh, that's it. There isn't the essential strategy to back up the silly rules.

Battletech is just plain weird. Not only are you given the most ridiculous blob to represent you (and later your plane), but there are also big chunks of text that appear to have come from some surreal *Flash Gordon* adventure. I tried talking to people, but the only response I got was "nobody seems to want to talk to you". This, I suppose, can be called a flight sim, it went completely above my head and confused me for days!

POWER HITS

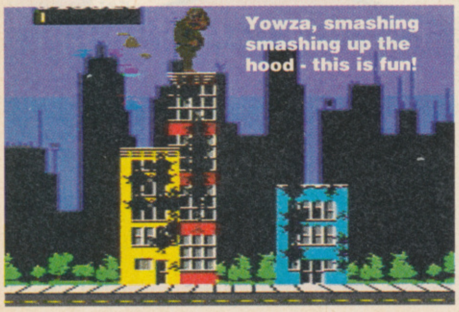
There's no single outstanding game in this pack, with the possible exception of *Fighter Bomber*. If you're a flight sim buff then this is a game you should have. Then again, if you're a flight sim buff you've probably already got it. There are some games that are worth having here, like *Rampage* and *Ghostbusters 2*, but it's probably best to buy them on their own rather than in this collection. *Power Hits* isn't the bargain it first appears to be, for 20 quid you could go and buy a beaut full-pricer or five dead smart budgets. Think about it.

65%

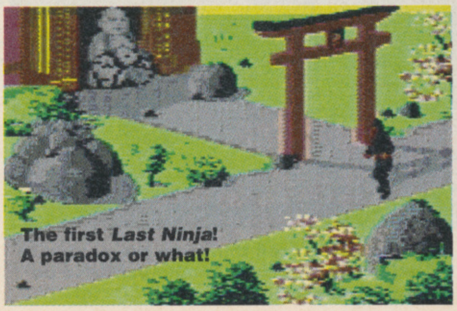
Gee Bee Air Rally is a racing game that takes place up among the clouds rather than on a dusty track. The graphics are naff and dated and the gameplay is just not exciting enough to make up for it. Apparently there are 16 levels but you'll get fed up long before that. The last duffer is *Shanghai*. Now I love this tile-matching game but I had so much difficulty working out what was actually pictured on the tiles that I got frustrated very quickly. There must be better versions of this around.

LINDA BARKER

Game	**Power Hits**
Publisher	**Activision**
Disk	**£19.99**
Tape	**£15.99**
Release	**Out Now**
Contact	**01033149109995 (France!)**

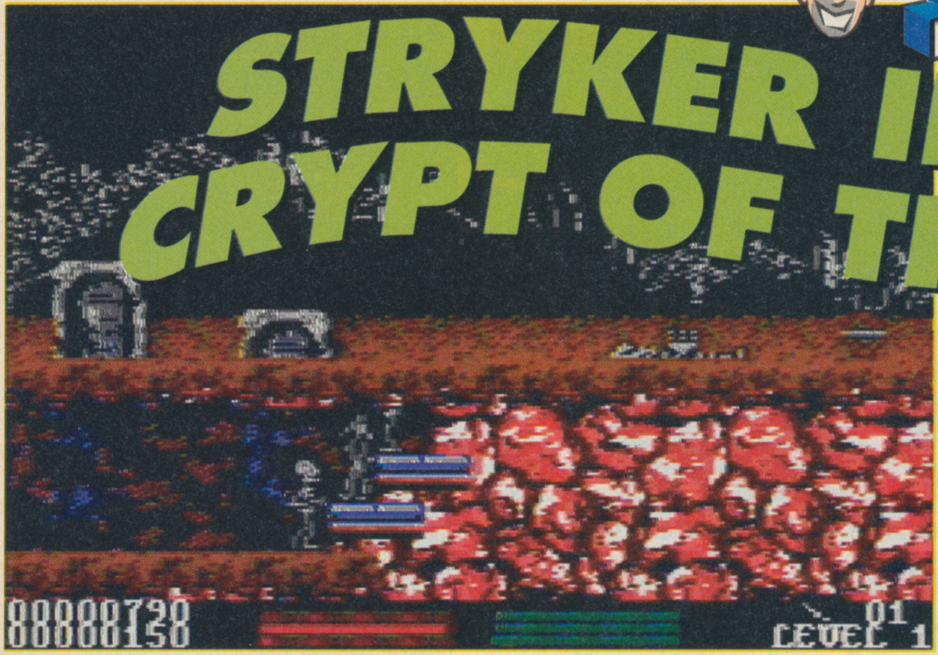


Yowza, smashing smashing up the hood - this is fun!



The first *Last Ninja*! A paradox or what!

STRYKER IN THE CRYPT OF TROGAN



At the start of the game, Stryker briefly dips his toes into the underworld to see if he likes it.

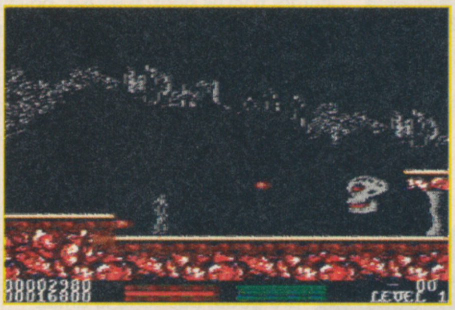
This game, I wish it wouldn't keep changing its blimmin' name. First it was to be called 'Imperial Wizard', then 'Striker in the Crypts of Chaos' and now it seems to have settled on *Stryker in the Crypt of Trogan*. Next I suppose it'll be called 'Stryker in the Goalmouth of Death' or 'Stryker and the Matchbox from Hell'.

Plot? You really want to hear the plot? Okay, well here goes... Trogan the Diabolical is an extremely anti-social man. His dinner-parties are poorly attended, his milkman refuses to come right up to the door and his neighbours are forever complaining about the massed armies of evil blackness, which he's got camped in his garden.

Only one person is brave enough to file an official complaint about Trogan. Yes, it's that meddlesome old fool, Stryker. What he's got to do is enter Trogan's nasty, dank Crypt, find the bloke and, er, kill him.

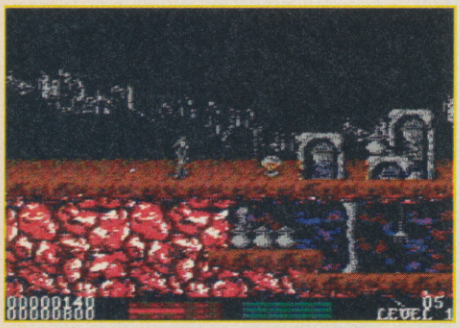
Trogan doesn't live alone, though. He's got thousands of skeletons, disembodied skulls and other things wandering around his house. It's a bit like *The Trapdoor*, actually. And our man Stryker has to fight his way through it all.

> He's got thousands of disembodied skulls and other things wandering around his house



Yes, it's the return of Hugh Scully out of TV's famous *Antiques Roadshow* (who made an appearance last issue).

If you've seen *Switchblade*, you'll instantly recognise *Stryker*. It was written by the same team of programmers who, obviously happy with the reception *Switchblade* got, have done a pretty similar game for CodeMasters. The style and general layout are much the same. Only the graphics are different. And, I'm sorry to say, they're not as good. *Switchblade* was cleaner, brighter and clearer. Stryker himself is a muddy sort of purple and the Crypt is a pooey brown/black colour. It doesn't lift your spirits much, that's for sure.



This is the moment of truth. Stryker summons all his courage before deciding he's too scared to go into the dungeons.

All those blobby red things on the ground to the left are power-ups. Mucho points to be gained here, I feel.

Presumably, the Coders have gone for the 'depressing underworld' look deliberately, but the effect is to mask many of the rather nicely-drawn sprites until they look rather grim and sad. It pains me to have to say all this because good use of colour can really give a game style and pizazz *(whatever that is - Ed)*. Here it just looks drab.

Moving Stryker isn't particularly wonderful, either. He skates around, doing sloppy rectangular jumps and falling off platforms. He doesn't respond to the joystick very well, and you tend to lose loads of lives because he hasn't done what you want (or, if he has, it's too late). Trés infuriating, non?

It's a pity, this, because *Stryker* is huge, and packed with all sorts of goodies, baddies and indifferenties. It's got all the makings of an ace exploring game, and would have been great value for money. But you won't really want to get into it because the blimmin' character is so difficult to control properly. You want to fight the baddies, not the control system of your own character.

JAMES LEACH

Game	**Stryker in the Crypt of Trogan**
Publisher	**CodeMasters**
Cassette	**£3.99**
Release	**Out now**
Contact	**0926 814132**

POWER RATING

THE DOWNERS...

- Colours are a bit dim and dull.
- Moving Stryker around is far too finicky, and kills you too often.
- The health bars at the bottom of the screen are badly done.
- The baddies always behave in the same way - there's no intelligence of any kind.
- Have to wade through boring overground bit each time you play.

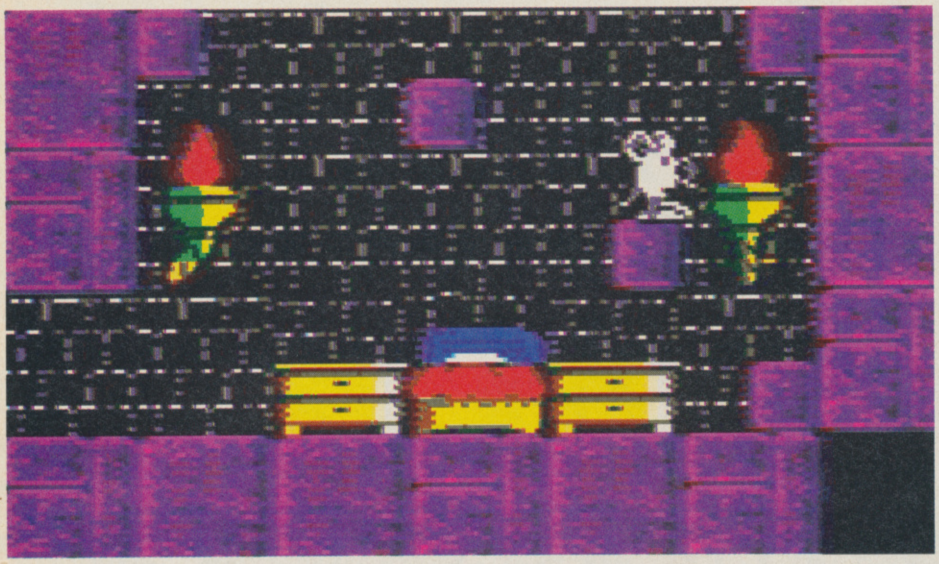
100

56%

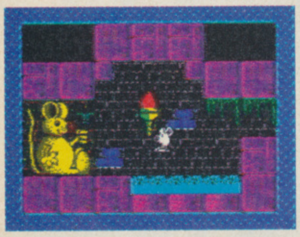
0

- **It's certainly big, with loads of explorable caverns.**
- **A nice variety of power-ups and nifty weaponry.**
- **Middle and end-of-level baddies are nicely done, and tough to beat too.**
- **Sound is pretty atmospheric and nicely gloomy.**

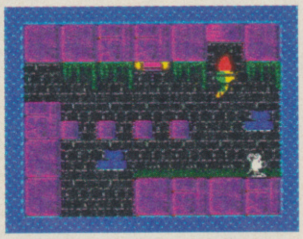
...AND THE UPPERS



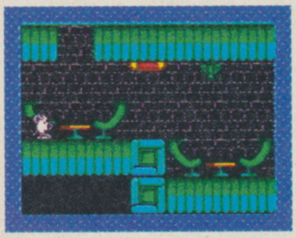
There's a moose loose aboot this hoose. Quick, go and find the cat! Here, puddy, puddy.



Make sure you pack an inflat able dingy or water-wings.



I jumped left, then right, but not a single mousey in sight.



Murray's waiting to be interviewed, but where's Wogan?

MURRAY MOUSE

This game is a real hard cheese. It makes you want to throw it to the ground and jump up and down on it several times until it has been shattered into a million tiny pieces, never to be played again.

The idea is that the not-so-cute Murray Mouse Supercop has got to prevent an attempt to steal the Cheesy Moon and put an end to the Mouse Mafia. (If you believe this, you'll believe anything.) Set in a sewer and on Cheesy Moon, this platformer is full of traps to foil you. You have to bump off ten mice - all members of the gang - solving puzzles and using collectables as you go. The music fits the game; it sounds like a load of mice squeaking! *(A mouse organ - Ed?)*

> Guard your lives very carefully; the less you have the harder it is to jump

This game may sound relatively straightforward, put it's a real rat. The flick screen scrolling, although it shows you where you have to jump to, can be really annoying, especially in the opening scene. The on-screen messages are irritating, but do prove useful once you're in the sewer as they give you clues about what to look out for.

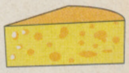
The graphics lack sparkle and imagination, but then so does a dank, dark sewer (if you've ever been down one). Some collectables blend into the background, so it's annoying if you miss them and get stuck later on, as you may have to start from scratch.

Fire and water kill. But you sometimes have to jump towards a light to open a secret passage. Be daring and rely on luck in the hope that you choose the right one and avoid those fatal flames! The first water you come to is extremely perilous and one of the most tricky parts of the game. You'll probably take a ducking or two here, and lose a couple of those precious lives.

You must guard your three lives very carefully, as it seems the less you have the harder it is to jump and, more importantly, the less accurate you are. If you can enter the secret sewer (find the hidden entrance in the main sewer) with all three lives intact you have a vague chance of killing a couple more mice (note, not completing the game).

A receptive joystick is essential to this game, as is a great deal of luck. If you hold the joystick pressed upwards and then move it slightly to the left or right, Murray can do bigger leaps. However you get the feeling that Murray decides if you're going to survive a jump and not you. On one of the water jumps, because the flick screen doesn't let you see where Murray is supposed to land until you've taken a gambled leap, you can't even use skill to make sure you land safely.

Murray Mouse Supercop is extremely tough. It's not a game you could finish fast as it relies too much on luck and not enough on skill. If you like solving a puzzle, have bags of time on your hands, and are determined not to be beaten by a mere mouse then this game is for you. But if you've got a temper and a life to get on with, then maybe not.



CATHY PARNHAM

A BAT OF ADVICE

- Bats give advice.
- Beware of dark holes, you can get stuck if you haven't picked up the relevant collectables, and on the moon you can fall back down to earth.
- Before you get to the moon, if you jump too far, you may have to go back through the sewer.
- Use the stars to jump on to the moon, but make sure you don't miss.

Game	Murray Mouse
Publisher	CodeMasters
Release	April 1992
Cassette	£3.99
Disk	Not available
Contact	0926 814132

POWER RATING

THE DOWNERS...

- You need more luck than skill to get through this game.
- It's much too hard, and there's little chance of finishing.
- It's too easy to lose your lives (you need a good supply just to cross the water bits).
- You seem to have little control over Murray's jumping ability.
- The graphics are pretty dire.
- One of the water jumps is just too tough - unless you can swim!

100

48%

0

- **If you like solving puzzles, there are plenty here.**
- **It's certainly a challenge.**
- **The on-screen messages are useful most of the time.**
- **If you like cheese, this is a real stinker of a stilton.**

...AND THE UPPERS

McMILLAN
BUG BLASTER
KIDBY '92

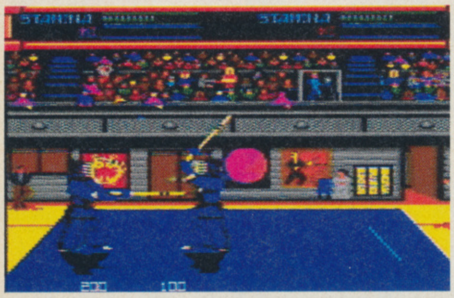
Commodore FORMAT
SPACE CRUSADE
DECKARD
EAT THIS!!
REECE
LINTILE

BUDOKAN

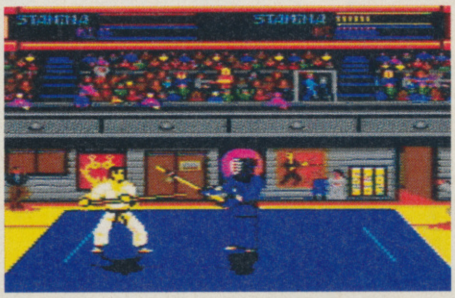
The ancient Japanese made the beating, hitting and otherwise harming of folk an art form. Now you have the chance to learn these martial arts and fight at the Budokan tournament. Can four different destructive disciplines, training and tournament modes help this beat-'em-up battle its way to gameplay glory?

Bowing before the instructor, the lesson begins. Clad in white cotton gis both combatants adopt their fighting stance. The instructor leaps in, throwing a deliberately slow punch which the student easily blocks. Both fighters back off gathering their inner strength for the next attack. The pupil is learning fast, but the instructor is letting him win - and dishing out some serious tutorial bruises.

This is *Budokan:* two fighters going head to head for the sheer hell of it. The kicks and blocks are learned as blows are exchanged and strategies formed. This is a no heads up brawl, but a battle that has to be planned if you are to emerge not only as a victor, but with honour and a full set of teeth.



Did you see that? He hit me! With a stick! Right, I'm going to have him. Come here mesh face, it's clobberin' time!



Look, he's wearing a dress! You great namby fool, take that, take that, and that and OW! Go careful, you could have somone's eye out!

Budokan simulates the spirit of martial arts, allowing you to replicate spectacular fighting moves and capturing the philosophy behind Bushido - the way of the warrior (aka hitting people and getting away with it!). Your fighter has an energy bar and a ki bar. Aggressive exertion and opponents' blows slowly sap the physical power. Ki is similarly sapped by attacks and damaging blows, but it represents the concentration needed to focus the mind. The higher a fighter's ki, the more damaging the next blow. When the physical energy reaches zero, the fighter is beaten. But when his ki hits rock bottom his blows simply have little effect and punches become pathetic wimpy slaps.

The amounts of ki and physical power a fighter has are not pre-set, but vary throughout the bout. A rapid series of kicks drains a fighter's energy, while resting between attacks allows it to regenerate. Ki is even more volatile though. Each blow - dished out or received - drains half of your ki, and again only finding a temporary respite from the fray will restore it. Trouble is, this means the other guy is getting a rest too, so while you gain in power so does he!

This is the gameplay enigma that lies at the heart of *Budokan:* when to take the gamble on an attack and when to take a bout-saving breather. Wasting effort on mistimed attacks leaves you vulnerable, but waiting is rarely the safer option. In all, four disciplines - karate, kendo, nunchaku and bo - are the tools of *Budokan's* trade and learning how to use them effectively is the first half of this trial by fury.

You control a character who has enrolled in a martial arts school that teaches four fighting techniques. By battling against masters (who let you win, because you're paying) on three different levels of difficulty, you learn how to attack and defend and how to make the most of your ki power - the key to success. Once you're fluent in the art of kicking, punching, hitting, bashing and otherwise slashing with obscure weaponry, it's time to go for the big basho and enter the Budokan. At the tournament you face a horde of folk who all want to kick your face off.

You face a horde of folk who want to kick your face off

Before the battle you are given the lowdown on their style - ie which weapon they will use - and their relative ability. You then select which one of your disciplines you are going to use to defeat them.

First off, life isn't that hard, as

Way of the Dra-goon:

Martial arts have been with mankind since cavemen first learned that they could roll their fist into a ball and belt Mr Ug next door. Some have flourished into sophisticated fighting systems, but *CF* takes a swipe at those arts which withered on the vine:

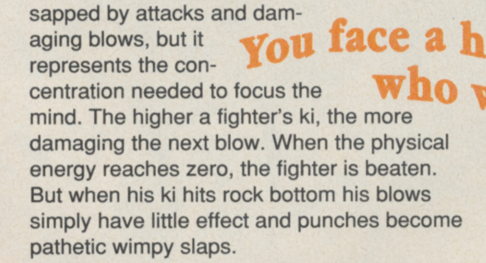
Ning' Jitsu: **The art of wearing black pyjamas, sneaking up on your victims, then ning'ing off before they see you. This died out due to its innate uselessness.**

Sue Mow: **Featured fat Japanese women named Susan attacking each other with lawn-mowers. This fell out of practice as there were too few Japanese women called Susan and lawn-mowers weren't invented until 1862.**

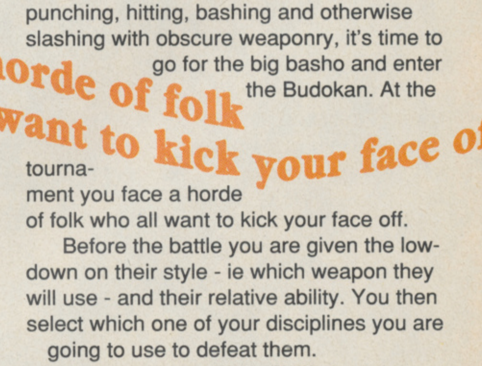
Dung Fhew: **Totally unlike Kung Fu, this art used the smell of cow droppings to overpower foes. Hygiene problems forced its swift demise.**

Ken Do: **This pre-dated Kendo as the art of bashing with sticks. It originated when guys named Kenneth were continually pestered with demands of "Ken, do the washing up", "Ken, do tidy your room".**

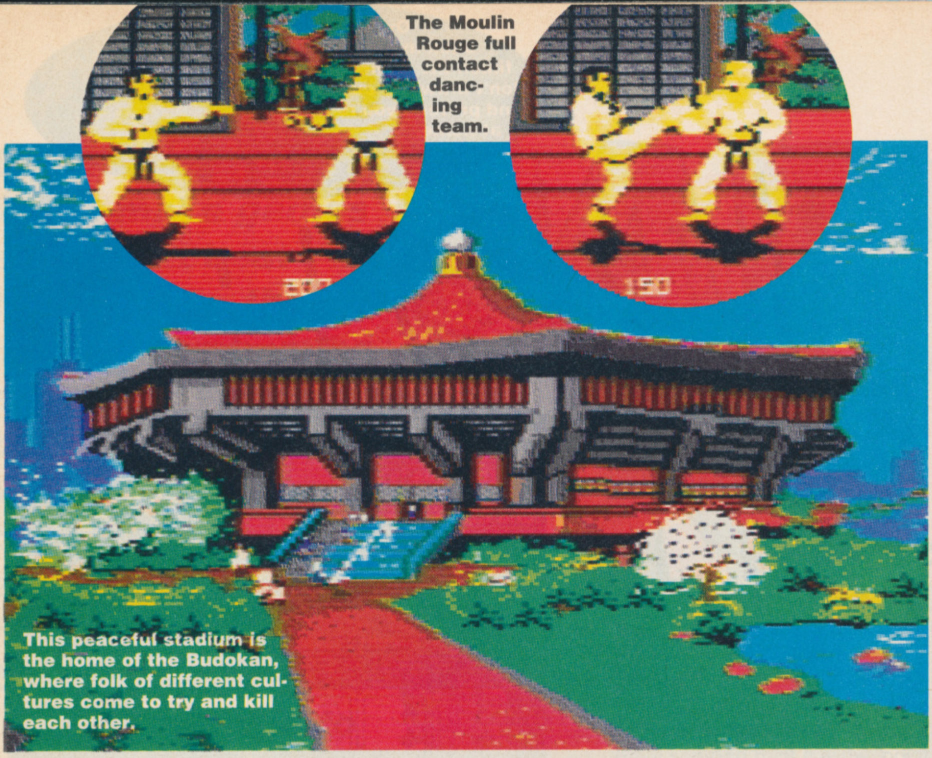
Kri ket: **Little is known about this old British art. We have discovered though that it involved hurling leather balls at enemies yelling the ancient Celtic warcry "Owzat!". It was abandoned when the West Indies, Pakistan, New Zealand and friends got better at it than us.**



Ah ha! The old leaping in the air trick, eh! Well I'll use the classic ducking ruse then.



I thought the ad said Karaoke not karate! I'm blackbelt at New York, New York!

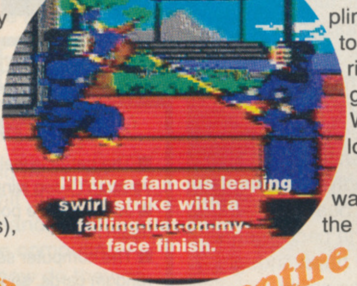


The Moulin Rouge full contact dancing team.

This peaceful stadium is the home of the Budokan, where folk of different cultures come to try and kill each other.

you can battle unarmed karate specialists using a kendo sword. But as you're only allowed to employ each discipline a set number of times, it isn't big or clever to go around wasting all your best weapons on saps. It's best to save them for the end-of-tournament matches, when you face some real heavy dudes.

For variety you don't only fight peeps who share the same skills as you, but face an entire mediaeval Japanese armoury replete with Kusari-gama (an axe on a chain), Shuriken (throwing stars), Tonfa (American police truncheons), Yari (a javelin) and Naginata (a horse-crippling device on a stick). Each bout lasts until one of you falls over, a feat which requires as much careful ki management as the timing of your attacks.



I'll try a famous leaping swirl strike with a falling-flat-on-my-face finish.

You face an entire mediaeval Japanese amoury

Budokan adds an extra dimension to violence with the introduction of this balancing act. You have to gain the upper hand in both energy and ki terms, and then make this advantage count - by smacking the other guy harder than he can hit you. This system penalises the inaccurate and rewards 'fighting skill'. *Budokan* succeeds as a fight that requires thought, and so it reaches gameplay levels rarely topped in waggling brawls.

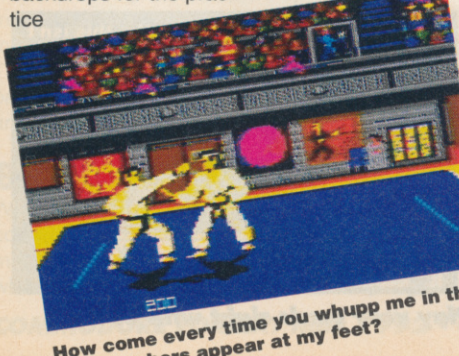
The graphics complement the gameplay's style. Each style boasts its own sprites and animations to suit the moves allowed. The backdrops for the practice hall are atmospherically Japanese, and there are even some smart intermediate pics to help see you through the load between practice and tournament.

It is the loading though that drags down *Budokan,* a proud warrior of a game, to common street-fighter levels. It takes weeks to swap between disciplines, months to reach the tournament and years to play right the way through the game - and that's on disk! Well it doesn't take quite that long, but certainly feels like it.

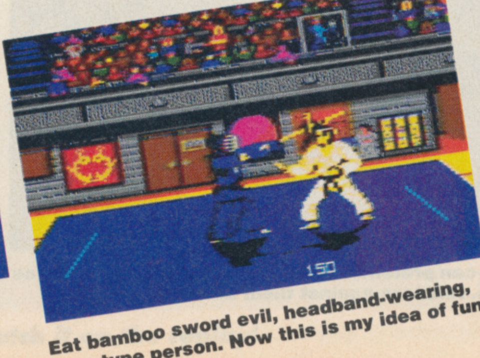
And it is these inscrutable waits for loading that slowly sap the battle hunger that the balanced combat and good graphics work so hard to establish. It seems the desire to capture the essential martial arts spirit has gone too far. And these long meditative pauses between battles make you feel anything but calm and focused.

When you're fighting *Budokan* is good, very good. It brings out the balance that's badly needed if a beat-'em-up is to be worth playing. It looks the biz, it has variety, atmosphere and comes with a manual that's packed with oriental facts. Yet the time it takes to get to each event is unbearable. *Budokan* is a refreshingly different combat simulator, with depressingly familiar multi-load habits.

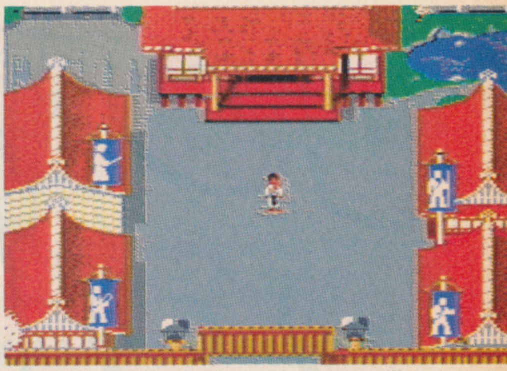
TRENTON WEBB



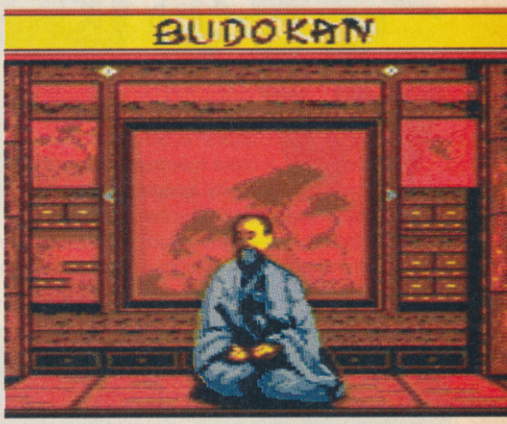
How come every time you whupp me in the face numbers appear at my feet?



Eat bamboo sword evil, headband-wearing, thug-type person. Now this is my idea of fun!



Choose a room to select which art you'll learn next. Each has a little piccy to show just how you'll learn to hurt people in a useless but entirely spectacular manner.



Ancient master, tell me the secret of belting people in the head while making daft noises. I'm getting picked on by a bully at work who thumps 'til I blub, you see...

Game	Budokan
Publisher	Electronic Arts
Cassette	£9.99
Disk	£16.99
Release	April 1992
Contact	0753 549442

POWER RATING

THE DOWNERS...

- Incredibly slow loading makes you want to beat up your C64!
- No two player mode.
- Fights only ever go from left to right. No turning.
- Gets too tough too quick at the tournament stage.
- A killer multi-load!

100

67%

0

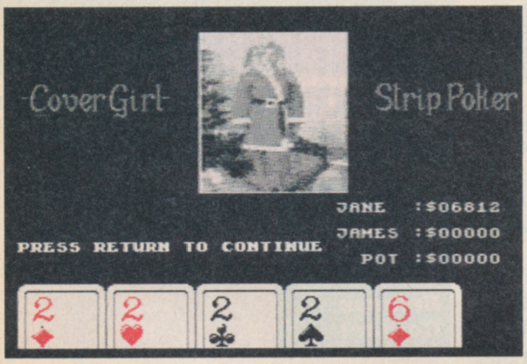
- Masses of different fighting moves to try.
- Hit people with sticks, tonfas, clubs, hands and feet.
- Practice and tournament modes available.
- Great atmospheric graphics - very Japanese.
- Highly flexible combat system that needs thought.
- At last a fighting game with real depth!

...AND THE UPPERS

Oy! Get back in here and finish the game! And don't draw the curtains and pretend you're not at home.

COVERGIRL POKER

Why don't people play poker any more? There was a time when everybody used to sit in dimly-lit halls, trying not to let any emotion show on their faces as they held their cards closely. Then came TV, and people could sit in dimly-lit halls, with no emotion on their faces, watching the *Wogan* show instead.



```
JANE   :$06812
PRESS RETURN TO CONTINUE   JAMES :$00000
POT :$00000
```

How can I win against hands like these? It's a fix, I tell you! Have you noticed how Santa's lost weight?

But every so often, someone seems to produce a poker game for various computer formats, usually with stripping women involved somewhere. This is exactly what we have here.

Apparently, the 'newspaper', the 'Daily Sport', has got involved with Emotional Pictures to produce *Covergirl Poker*. The major pulling power of the game is the line-up of 'Daily Sport' 'stunnas' who have put their names (and, er, other bits) to this game. Famous girls like Amanda Godden, Trine Michelson and someone called Jane make an appearance, although no-one in the *CF* office seems ever to have heard of any of them.

The thing is, if you're the sort of person who wants to play this game, you'll know exactly who all these gorgeous, pouting girls are. You'll probably even have seen reproduced images of their breasts, too.

Right. The game itself is pretty straightforward. You get given $2,500 to gamble with, as does the female opponent of your choice. At the bottom of the screen, you see your cards. At the top, there's a small mono picture of the girl you have chosen. At this stage, she's fully (albeit bizarrely) clothed. One girl wears a Santa outfit, another a sort of doily thing, while a third parades in an American Football kit.

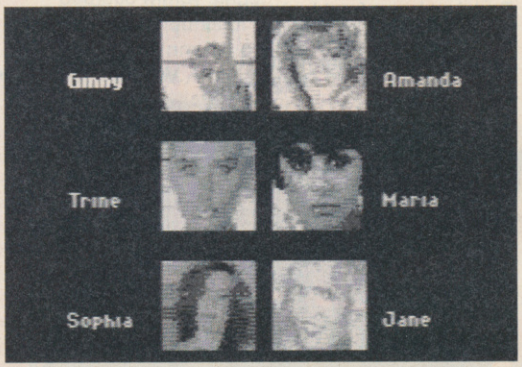
What you must do is decide how good your hand is, whether to swap some or all of your cards, and how much you should bet. You obviously have to win as much as you can per hand. If you reach zero cash, it's game over. If your opponent reaches zero cash, her fully-clad picture is replaced by one with her top off.

And that's it. The girls strip until you can see their, er, chests (nothing more). But the game is written so that the more money you win, the harder it is to keep winning. It's a kind of balance.

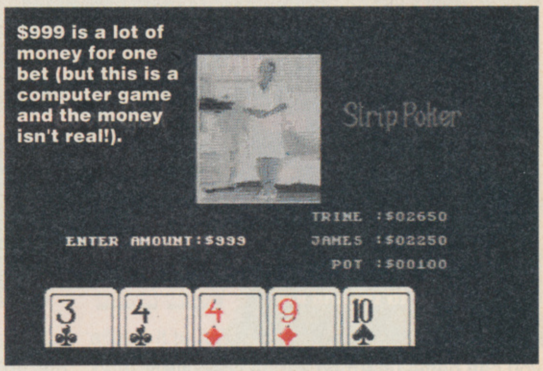
The poker bit isn't badly done. In fact, it's actually easier to beat than a load of human players. The pack seems to get shuffled after every hand, though, which makes predicting the cards impossible. But do you really want to spend up to £15.99 on an okay game with some crap graphics of some busty models? If you are that keen to see them, the paper is cheaper (and the picture quality is better).

We think the C64 world can get by perfectly well without such software. We also think it's just a mediocre poker game (the sort you would expect to find on a compilation), with some poor black and white graphics. If you still want to buy it, fair enough. But don't write in to us asking for pokes.

JAMES LEACH



You can pretend to play Poker against any of these girls. And lose against them all!



$999 is a lot of money for one bet (but this is a computer game and the money isn't real!).

```
TRINE  :$02650
ENTER AMOUNT:$999   JAMES :$02250
POT :$00100
```

Game	**Covergirl Poker**
Publisher	**Emotional Pictures**
Cassette	**£10.99**
Disk	**£15.99**
Release	**May**
Contact	**071 585 3308**

POWER RATING

THE DOWNERS...

- The game is weighted unfairly so you can't keep winning.
- Just a simple poker game underneath it all.
- The computer seems to deal you random cards, so you could get the same ones in adjacent hands.
- The graphics are pretty dire.
- Would you really want to see them even if they weren't?
- Not joystick supported. You have to keep hitting various keys.
- The rules aren't explained very well for beginners in the manual.

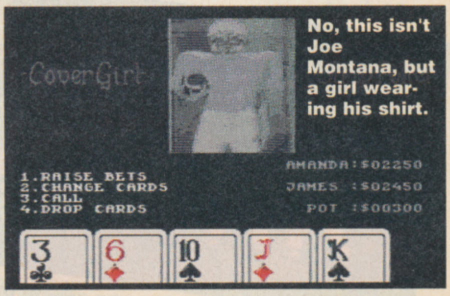
100

32%

- **Easy to understand (if you know the rules).**
- **And it has got most of the features you would expect to find in real poker.**

0

...AND THE UPPERS



No, this isn't Joe Montana, but a girl wearing his shirt.

```
1.RAISE BETS        AMANDA:$02250
2.CHANGE CARDS
3.CALL              JAMES :$02450
4.DROP CARDS
                    POT :$00300
```

CART TO CART

So what is a cart'? Will it make games easier to cheat through? Do they make programming a breeze? Which one is best? The* Action Replay VI *and* Power Cartridge *can be the pokiest of peripherals - if you know how to use them. So arch-techie 'Bones' plugs in to the expansion port to find out what tricks these boxes can really do.

So just what is a cartidge? Well the first thing that's important to understand is there are two types of cartridges (carts, as they are known as) for the C64 - games and utilities. Both use the expansion port at the back of the machine, but that's where the similarities stop.

Games carts run games, no more, no less. Utility cartridges let you 'hit the metal' with easy to use custom commands that could change your commodore computing forever. But what do they do, how do they do it and which one's the one for you? The great thing about modern utility cartridges is that they are seemingly transparent to the system; they do not use any of the C64's memory but simply manipulate it. So, you can now have a set of sophisticatedly-serious and fun tools at no memory expense.

There are only two front-runners for this product, the most expensive of which is Datel's *Action Replay*, the cheaper option being Bitcon's *Power Cartridge*.

WATCHING THE ACTION REPLAY

The *Action Replay VI* combines features for both the gamesplayer and the techie. On the back of the cartridge there is a reset button, which returns you to the start-up menu, and a freeze button, which stops the program in mid-stride allowing you to manipulate things. The cartridge gives five main feature options: back-ups, graphic facilities, pokes, utilities, and machine code monitor.

BACK-UPS

Whilst it is illegal to copy someone else's commercial and copyrighted software (even making your own personal back-up copy which no-one else in the world is ever going to see), some companies give you certain rights when you buy their software - read their instructions and notes carefully, right down to the smallest letters of print.

Naturally you can make back-ups of your own programs. This is extremely useful for when you haven't finished a multi-faceted program, containing graphics, sprites, tables and code, and you haven't linked it all together. Simply load all the different bits of memory, run it, and then make a working copy or back-up of the work done so far.

You can save your back-ups to disk or tape. For disk users there is Standard, Turbo or Warp*25 - standard speed,very fast, and even faster! Tape users can use Turbo, five to six times standard speed; and Superturbo, eight to ten times faster.

GRAPHIC FACILITIES

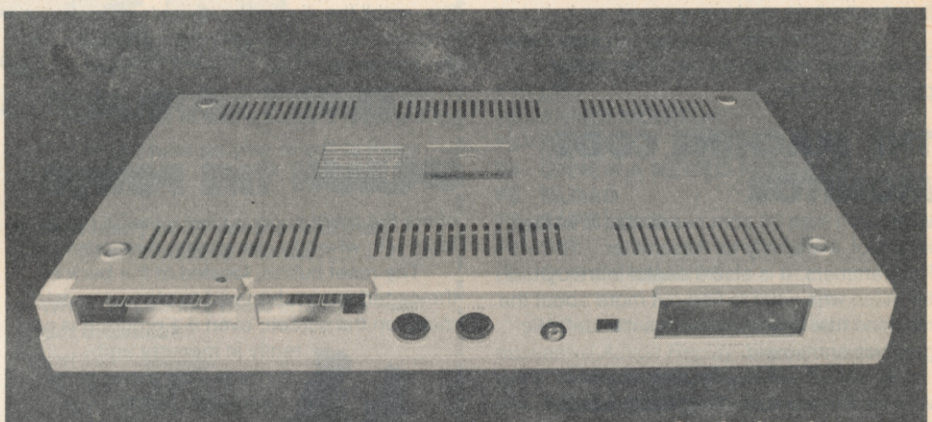
The **Sprite Killer** will disable collisions between two sprites or between background and sprites - which means you can sail through a program without losing a life, because there's nothing there that can actually hit you!

A very neat **Sprite Monitor** is included, which enables you to look at all the sprites within any program. Create your own sprites, using the Sprite Designer Program, and then load them into your fav' game. Or, if you like making sprites invisible, save them to your sprite library. Customising your game programs by manipulating and changing sprite graphics can be fun and will impress your mates, whose versions look the same as everyone else's!

You can save multicolour pictures to tape or disk! Just press the freeze button when the picture you want is being displayed, then simply save it from the freeze menu. You can, if you wish, display all your pictures by using the built-in 'tape slide show', which allows you to save your favourite screens and then watch them flick up one by one.

Alternatively, if you possess a compatible printer with dot graphics capability, you can print out the entire contents of the screen in colour or shades of grey (the latter are computed to simulate colour shading).

Additionally, the cartridge carries its own **Text Editor**, which allows you to edit any text-based screens, such as the title one. This means that you can create and insert your own messages on game title screens, or whatever. Add this to the sprite capabilities and you can get right down to customising your programs.



Cartridges can severly improve your Commodore's performance. Slotting into the expansion, they give you access to the very heart of the C64 - at the flick of a switch!

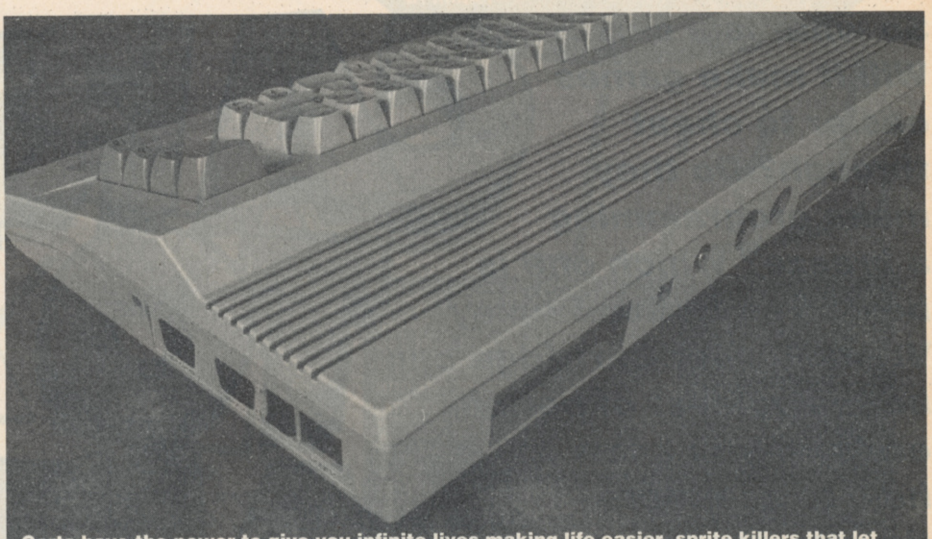
ACTION REPLAY MK VI

Works well with all models of the C64 and rarely crashes. Has many options exclusively for gamesplayers. Best features: Good Machine Code Monitor, average, basic extension, very good sprite monitor, very good graphics options, fairly good printer options. £34.99 excl carriage.

Datel ☎ 0782 744324
Datel Electronics Ltd
Govan Road
Fenton Industrial Estate
Stoke-on-Trent
ST4 2RS

POKES 'N' CHEATS

Use the reset facilities to make entering pokes and cheats an everyday sort of task. Freeze the program first, enter POKES from the menu, type in the pokes and cheats you need, then EXIT back to the game facility. If the poke you want is not available for any reason - don't panic, just use the built-in POKEFINDER GENERAL. This nifty 'cart-program' will seek out the elusive poke you need for infinite lives.



Carts have the power to give you infinite lives making life easier, sprite killers that let you sail through level after level and even a Pokefinder General. In a more serious vain they offer help with printers, programming and major messing with machine code.

UTILITIES

For disk-drive owners there are many facilities you can turn to, such as fast format, whole disk copier, or file copier (remember the copyright laws on these latter two). The fast-load utilities include a turbolinker system as well as many one stroke commands. The function keys are also defined, offering eight separate commands such as 'Go to Freeze Menu', 'Run', 'Display Directory', etc. Just tap the function key for your choice of command to be executed.

There are many good extra built-in Basic commands as well, such as OLD (recovers a 'newed' program), DELETE (disposes of a block of program lines), LIN (saves a block of program lines), AUTO (provides automatic line numbering), and many more.

You will discover a special programmer's Tape Turbo, and a very neat Centronics printer interface.

THE MACHINE CODE MONITOR

With more than 26 commands this is a powerful tool, especially for Assembler Programmers. It is also a useful learning tool for those who want to find out more about the machine that can bring them such fantastic graphics and sound.

All 65536 memory locations can be viewed. For the more technically-minded reader, when an active program is frozen and the monitor is entered then all memory, including screen, stack, and zero page, may be examined in its condition at the point where the program was frozen. As well as this, to aid in debugging your programs you can set up one to five Special Freeze points and one to five Breakpoints - that is better than a lot of assemblers! You can disassemble actual code, display memory in HEX or interpret memory as ASCII or CBM codes, and, if you like, scroll the display backwards or forwards through memory - all very useful features for the programmer.

The *Power Cartridge* is the other main cart' for the C64. It was the first of its kind and

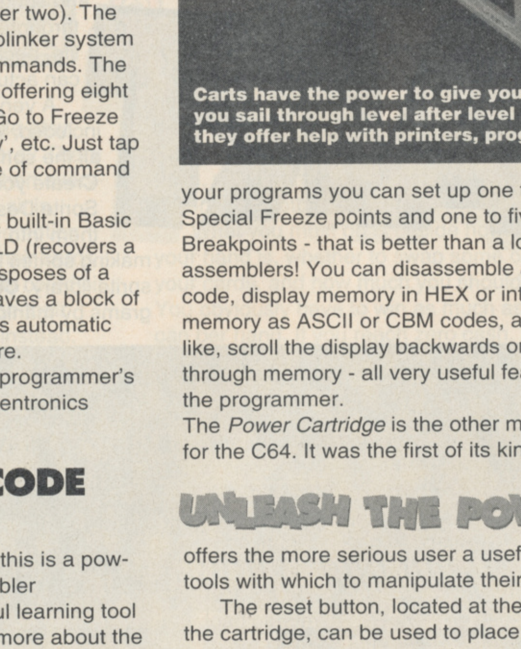
UNLEASH THE POWER

offers the more serious user a useful range of tools with which to manipulate their machine.

The reset button, located at the back of the cartridge, can be used to place a special menu on the screen, even if a program is currently in memory and running. This menu gives you eight functions to choose from: CONTINUE, BASIC, RESET, BACKUP DISK, RESET ALL, BACKUP TAPE, HARDCOPY, and MONITOR.

CONTINUE carries on with a program you interrupted. BASIC returns you to Basic but retains all variables. RESET is the normal reset function giving you the standard start display with all variables lost.

BACKUP DISK is a special function and will save the entire memory of the machine to disk. (It creates three files and uses up around 265 blocks - you really need to read the instruction book carefully to get the most from this special function.) RESET ALL always resets any program. BACKUP TAPE is the same as the BACKUP DISK functions (except replacing the word DISK with TAPE). HARDCOPY will allow you to produce a print-out of the current frozen screen, then after printing select CONTINUE to carry on with the program. Finally, the MONITOR will allow you to enter the machine code monitor at any point during the execution of a program.



WHAT'S INSIDE

The buttons: press these and, uh, things happen...

A nice red plastic box that stops bits falling on the floor.

Two flat black widgets, to give the cart a good 'heavy' feel.

The 'edge connector'. This is the bit that goes into the other bit on your C64!

Another black flat bit! Why do they need so many!

There are five main areas of programming aids. The extensive POWER TOOLKIT greatly helps Basic programming and debugging. DISK TOOL and TAPE TOOL both speed up the loading and saving of programs. POWERMON is a fairly extensive machine code monitor which has some 20 commands. Finally, the PRINTERTOOL provides a good printer interface.

POWER TOOLKIT

As well as having the usual extras, such as AUTO, DEEK, DOKE, DUMP, FIND AND RENUMBER, this extended BASIC has a number of other handy facilities. PAUSE helps you to select delays in terms of seconds. So PAUSE 10, for example, would pause for 10 seconds.

SAFE can disable the RUN/STOP and RESTORE keys, making your program less accessible to prying eyes. The RENUMBER command provides a nippy way to renumber an entire program, including all GOSUBS, GOTOS, ON, etc. Overall, this is a pretty reasonable suit of extra commands for the BASIC programmer.

DISK/TAPE TOOLS

There are back-up facilities here as well, which are all subject to the foregoing law and copyright criteria.

Although the disk and tape tool commands are fairly standard, they are, nevertheless, extremely helpful. Disk loading speeds can be improved by up to six times, which is quite impressive. For tape users, the *Power Cartridge* can race along up to ten times faster.

POWERMON

The machine code monitor can access all of memory and has a useful WALK function within it. This means you can single step through a piece of code. Registers are displayed as each line is executed and you can check each line of code as you step through it. This is handy, but can be wearisome when you encounter a ROM routine. The option to pass through routines and loops at full speed would have strengthened this facility. There are around 17 or so monitor commands, but POWERMON is rather standard in comparison to other such monitors. However, it is completely invisible to the C64's memory.

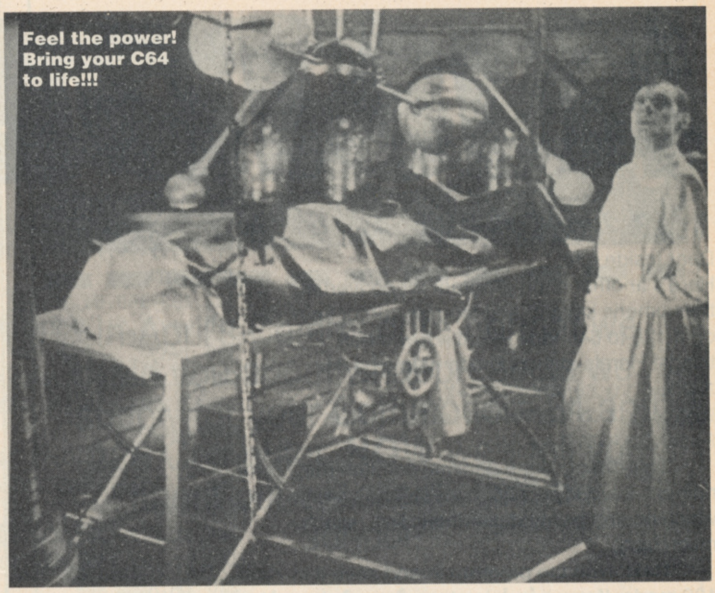
POWER CARTRIDGE

Does appear to give some problems with older versions of the C64. Nothing really exclusive for the game players.
Best Features: fairly good machine code Monitor, good basic extension, no sprite monitor, good graphic options, very good printer options. £17.30

Bitcon, ☎ 091 490 1975/1919
Bitcon Devices Ltd
88 Beswick Road
Gateshead
NE8 1RS

PRINTER-TOOL

This is perhaps the most outstanding attribute of this cartridge. It can detect whether you have a printer connected to the serial bus or user port. This tool will print all Commodore characters on Epson and compatible printers. With the interface there is a variety of set-up possibilities, and this can produce HARDCOPY of screens which automatically distinguishes between Hires and Lores. Colours are converted into shades of grey. The PSET function allows you to configure for large/small, and normal/inverse printing.


Feel the power! Bring your C64 to life!!!

POWERING UP

On power up with the *Power Cartridge* installed the function keys allow you the following options:

F1 - LIST
F2 - ENTER MONITOR
F3 - RUN
F4 - UNNEW A NEWED PROGRAM
F5 - DLOAD
F6 - TAPE LOAD
F7 - DIR
F8 - DOS COMMANDS

Whilst both cartridges are good, the more expensive *Action Replay* offers that little bit extra. However, this is more for the gamester who wants a cartridge that can freeze and dump the screen, edit the text screen (graphics are a bit tricky, but worth the effort), grab infinite lives, or disable sprite collision. On the other hand, if you're contemplating programming either in Basic or machine code, you might well do better to opt for the cheaper *Power Cartridge*.

BONES

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COPY CATS BEWARE

Cartridges do give you the power to back up programs to both tape and disk. However copyright law prohibits the copying of commercial (leisure and utility) software. FAST (the Federation Against Software Theft) state that "unless you have the specific permission of the copyright holder, copying or backing up any program is illegal". Any information regarding software theft (piracy) should be passed to FAST at:

2 Lake End Centre
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Maidenhead
Berks
SL6 0JQ. ☎ 0628 660377

INSIDE INFO

128 CONVERSION

Dear Inside Info,
Here's another short program for converting the numeric keypad and top row cursor keys on a 128 to 64 mode – and a few other things! Here's a short line to help type it in:

```
FOR X=0 TO 88:POKE 3072+X,
PEEK(64128+X):NEXT:POKE 3154,44:POKE
830,0:POKE 831,12
```

This changes the decimal point on the numeric keypad (in 128 mode) into a comma, which makes typing data statements, much, much faster.

Next, type the program in and save it in 128 mode. If you are using tape then replace the 8 in line 70 with a 1. Go to 64 mode, have a tape or disk ready and run the program. It will write a file called KEYPAD.ML to the tape or disk. To use the program type LOAD "KEYPAD.ML",8,1 for disk or LOAD 'KEYPAD.ML",1,1 for tape, and once it's loaded type SYS49152 to run.

ESCAPE toggles quote mode on and off.
ALT toggles between upper and lower case mode, more easily than SHIFT/CBM.
HELP clears the screen from the cursor downwards.
LINE FEED jumps the cursor to the bottom of the screen.
NO SCROLL pauses the listings (or anything else). Press any other key to continue.
David Harris, Woodbridge, Essex

```
10  FOR T=0 TO 271:READ A:Z=Z+A
20  POKE 49152+T,A:NEXT
30  IF Z<>34840 THEN PRINT "ERROR IN
DATA!"
40  SYS 49152
50  PRINT "INSTALLED. NOW PLACE WORK
DISK IN DRIVE AND PRESS RETURN"
60  GETA$:IF A<>CHR$(13) THEN 60
70  OPEN 1,8,1, "KEYPAD.ML"
80  POKE 780,251:POKE 251,0:POKE 252,192
90  POKE 781,16:POKE782,193
100 SYS 65496:CLOSE1
110 DATA
120,169,13,141,20,3,169,192,141,21,3,88,
96,169,248,141,47,208,169
120 DATA
141,0,220,205,1,220,208,10,141,47,208,
74,141,0,220,76,49,234
130 DATA
160,0,140,141,2,169,251,141,47,208,162,
8,173,1,220,205,1,220,208
140 DATA
248,74,144,9,200,202,208,249,110,47,208,
176,234,185,247,192,48,26
150 DATA
201,65,144,29,240,40,201,66,240,52,201,
67,240,68,201,68,240,71
160 DATA
201,69,240,80,201,70,240,106,162,1,142,
141,2,41,127,133,20,169
170 DATA
255,141,47,208,32,72,235,76,126,234,169,
2,77,24,208,141,24,208,32
180 DATA
222,192,169,64,76,108,192,32,222,192,
120,169,0,141,0,220,173,1
190 DATA
220,201,255,240,244,88,76,132,192,169,0,
133,212,76,129,192,162,24
200 DATA
134,214,24,160,0,32,240,255,76,129,192,
166,214,134,251,32,255,233
210 DATA
230,251,166,251,224,25,208,245,160,0,24,
166,214,32,240,255,162,0
220 DATA
134,207,76,129,192,162,8,134,198,169,29,
157,119,2,202,16,250,76
230 DATA
129,192,120,169,5,141,17,193,169,0,141,
0,220,173,1,220,201,255
240 DATA
208,244,206,17,193,208,239,88,96,65,35,
44,135,7,130,2,66,6,40,43
250 DATA
68,1,19,32,8,69,27,16,70,59,11,24,56,64
```

MORE TECHY POKES

Dear Inside Info
Here are a few pokes I thought other readers might find useful.

```
POKE 775,1      Enable listing protection
POKE 775,167    Disable listing protec-
tion
POKE 53296,255 Enable fast mode (C128
only!)
POKE 53296,0    Disable fast mode
POKE 53270,PEEK(53270) OR 16 Enable mul-
ticolour character mode
POKE 53270,PEEK(53270) OR 239 Disable
multicolour character mode
POKE 53270,(PEEK(53270) AND 248)+X (make
a loop to X=0 TO 7) Scroll screen side-
ways
POKE 53265,(PEEK(53265) AND 248)+X (make
a loop to X=0 TO 7) Scroll screen
upwards
POKE 53265,PEEK(53265) AND 239 Blank
screen
POKE 53265,PEEK(53265) or 16 Return
screen to normal
POKE 22,35     List without line numbers
(why?)
POKE 774,226:POKE 775,252 Make list
reset computer
POKE 56325,X  Change cursor speed
(0=fast, 255=slow)
POKE 198,0     Clear keyboard buffer
```

I also run a small, but brilliant, Public Domain library for C64 DISK users. Anyone who wants to stretch their C64 a bit more can write to me at:

Gareth Bailey (Hex Heroes PD),
22 Woodend Lane, Stalybridge,
Cheshire, SK15 2SR.

Dear Inside Info,
What is a modem and what can I do with one?
Martin Sly, Edgebaston, Birmingham

Ooh, this is a bit complicated, but I'll try and be brief. A modem (MOdulator/DEModulator) is a small box of tricks that lets you send computer data by telephone to another computer. As digital data can't be sent long distances on a conventional 'phone system (the signals are so weak they would never get through), what it does is modulate the data with a carrier wave – which 'protects' the data and enables it to be sent long distances, without being corrupted. At the other end, another modem demodulates the signal (removing the wave) and squirts the data into the computer.

To use a modem you need communications software that will enable you to send and receive files and messages. In addition to talking directly to other people, a modem lets you connect your computer to any other computer – even huge multi-user computers – and swap programs and information with other people.

If this sounds like your kind of thing, the people you need to contact are ICPUG – the Independent Commodore Products User Group who have meetings, software and loads of practical advice. You can get hold of them by writing to: Independent Commodore Users Group, Membership Secretary, PO Box 1309, LONDON, N3 2UT. In fact the whole subject is so big, it really needs a whole series to itself. Now there's an idea...

Inside Info will be back to its normal size in the next issue!

SEND MORE CODES

Each month Inside Info brings you the best techy tipettes. If you have a problem or question, or are just wondering WHY? Then drop Inside Info a line at:

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30 Montmouth Street,
Bath,
Avon, BA1 2BW

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THIS IS A RECORDING!

Dear TMB

1) Do you ever answer the 'phone in the *CF* office? Because I rang once and the man who answered it sounded like an alien? No insult intended.

2) Do you look like the Snuffleupagus from *Sesame Street*?

David Harris, Halifax

1) Yes, the humans will try to answer all your telephone queries, every Tuesday, between 10:30 am and 6:00 pm.

Unfortunately, they do have to try and put *CF* together as well so they can only take calls on this day. If you ring at another time you will be put through to an answering machine - the alien in question! Why does it sound so weird? Try imagining a fully grown man hiding under a desk recording the message to avoid embarrassment and that should answer your question (*you had to go and tell them, didn't you - Ed!*).

2) Mr Snuffleupagus and myself look nothing alike. Furthermore, he can only be described as 'slightly dim' whereas I am 'unfeasibly smart'. He does however have a great singing voice!

TMB

One brown elephant thing, ah, ah, ah!

KILLING YOKE

Dear TMB

I would like to design my own computer game called 'The Ninja Eggs'. Do you think that Commodore would produce and market the game for me? If so, could you give me the address.

Duncan Lyons, Stockport

Heroes in a whole shell! A cracking idea!

Well Duncan, firstly Commodore are only hardware manufacturers, so they would be unable to help. The people to approach are software publishers. And to interest them in your idea, they'll need to see: a full design specification, including plot, game mechanics, number of levels; artwork suggestions, with mocked up screens; ideas for music and sound effects; and a letter telling them just how your game is different.

TMB

SENSITIVE ISSUE

Dear TMB

That covertape on *CF17* was pretty good, especially the puzzle game *Sensitive*. How about a few more PD games, and perhaps some graphics and music demos? Also, if you are such a 'super brain', why do you always answer the 'stupid' questions.

Theo Burt, York

Thanks, *CF17* was a bit of a stormer all round, but particularly in the Powerpack department. We initially included *Sensitive* to give you a taste of how good some of PD games are. I've had a number of letters asking for other PD titles on the Powerpack - I'll have a word with that Ed chappie and see what can be done.

As for only answering the stupid questions, I'm answering this one and it's not stupid is it? Besides, I try to deal with a variety of mail, some serious, some funny, to reflect the vast amounts of letters that there isn't room to publish.

TMB

SHOME MISHTAKE SHIRLEY?

Dear TMB

I regret to tell you that you have made a MIGHTY BLUNDER! In *CF4* someone asked if there was a game called *F14 Tomcat* available for the Commodore and you said there wasn't. Now don't you dare tell me that the copy I own is just a figment of my imagination, otherwise I'll buy one of the OTHER Commodore mags instead. I challenge you to wheedle your way out of that one - if you can!

David C, Leeds

PS. Don't smoke it's bad for you. Besides which, since when did you have a mouth?

Wheedle my way out! I'm shocked at the suggestion! It implies that if I had made a mistake then I would not be brain enough to admit it! I didn't in fact make any mistake. I stated that there was no game

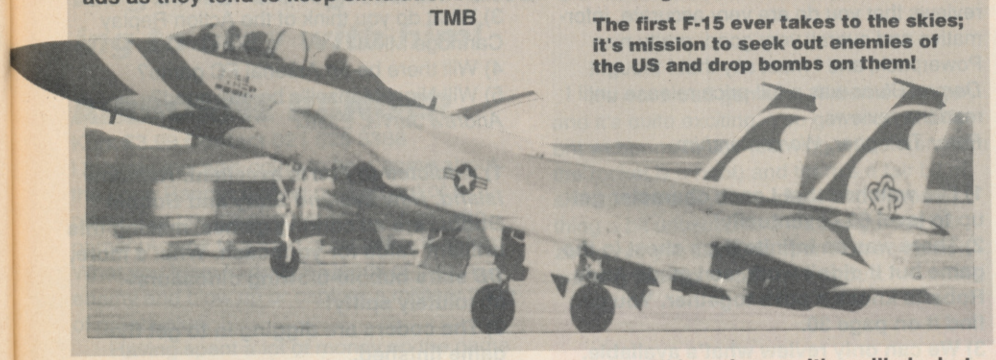
FLIGHT NIGHT

Dear TMB
My son Mark has a C64 which we use for his school-work and games. The problem, large to me but maybe simple to you, is that Mark has his eye on flying games like *F-16* and *A-10*. On the box it has One Megabyte. My son has said that there is an 'expansion pack' for the C64. Would we need this?
A Coulson, Guisborough

Well, it was just as well you wrote in. It sounds to me like Mark has been eyeing the Amiga shelf of the local computer store, hence the One Megabyte logo. For flight sims on the C64, he should check out *F-16 Combat Pilot* from Digital Integration (£9.99 cass, £14.99 disk) ☎ 0276 684959, *F-15 Strike Eagle* (£9.99 cass, £14.99 disk) and *Project Stealth Fighter* (£14.99 cass, £19.99 disk) from MicroProse ☎ 0666 504326. These are the best of the best when it comes to C64 fliers.
TMB

TMB
Could you tell me the best, most realistic and cheapest air simulators? Who were they from?
Martin, Burton-on-Trent

Air simulators? I think you mean flight simulators - if you don't, check out the British Oxygen Corp in the Yellow pages. There has been a bunch for the C64, but *F-16 Combat Pilot*, *F-15 Strike Eagle* and *Project Stealth Fighter* are the aces. However, these are all a little long in the tooth so you may find they are a little hard to get hold of. If you can't get them from the software publishers, try looking in the mail order ads as they tend to keep simulations on their books longer than arcade games.
TMB



The first F-15 ever takes to the skies; it's mission to seek out enemies of the US and drop bombs on them!

called *F-14 Tomcat*, I knew all along that Activision had released *F14 Tomcat* for the C64 about three years ago.

You're perfectly correct, smoking is bad for your health, it doesn't look big or hard and definitely doesn't impress the girls. As you pointed out I can be seen 'smoking' at the end of the letters pages each month. But as I have no mouth, or indeed lungs, it did me no harm when I posed for the piccy.
TMB

HOT STUFF

Dear TMB
1) Does the Commodore 64 have to cool down after one game before you load another? Or is this a lie?
2) How many brain cells do you have?
Ruri, Wedmore

1) The C64 is a real tough cookie and doesn't need to cool down between games. It does however have an incredible memory, which, even when you've switched the power off, tries to hang on to little bits of the previous program. Without power the memory clears in about 30 seconds. If you try to load a game before, then there is the slight possibility that you'll get a loading error as the C64 tries to put part of the new program at an address where a bit of the previous program is still hanging on. It's unlikely, but does happen.
2) More than this primitive language called English, or silly decimal system will let me express; ie tons!
TMB

ROGER NOMOORE?

Dear TMB
Hold the front page! My investigations have come up with the shocking revelation... Roger Frames is NOT REAL! Yes, Britain's best-known, greedy budgeteer is a series of lines and flat areas of colour; or what we would call a drawing. The games are reviewed by different members of the *CF* team, and not by Mr Frames. In this way 'he' managed to review *Continental Circus* TWICE! In *CF7* it scored 30% and then in *CF18* it suddenly got that much better and received 74%!

Please get rid of the creep and give budget games the space they deserve (as you did with the excellent *Demon Blues*), because, who knows, people might soon think that you don't exist! (Eek!)
Andrew Banks, Kings Lynn

I like your use of the term 'creep' to describe young Master Frames, but must call into question your logic. Sure in your terms he does not exist, being a collection of sub-atomic particles, just like all carbon-based life forms. I have met the collection known as Roger Frames and it is annoyingly real. Furthermore, the two reviews in question were written simply because freckle-head was told to. The game has been released twice into the budget arena, once by Masteronic Plus and once by Tronix! As for the score difference, there are two possible explanations: i) Roger has matured; or ii) he made a horrendous mistake back in *CF7*. Which do you think is the most likely? He is after all only human!
TMB

THFCAOK?

Dear TMB
I am a great fan of your mag and have been for the last 12 letters I have written to you! I have a few questions:
1) Is Simulondo's *I Play 3D Soccer* any good as a football simulation?
2) What is the address of Flair, publishers of *Winter Super Sports*?
3) Is the budget *The Games Winter Edition* any good?
4) Why are Spurs FC so brill'?
5) Why are Liverpool FC so bad?
6) Was the *Robocop 3* you reviewed in *CF18* the same as the 3D polygon advertised in recent mags?
7) Is Linda Barker nice looking?
Paul Allison, Birmingham

1) Back in *CF9 I Play 3D Soccer* scored 71%. It has a weird control system, and isn't really a sim', but does make for an interestingly different football challenge.
2) You can write to Microvalue/Flair at the Smithy Side, 7 Bell Villas, Ponteyland, Newcastle-Upon-Tyne, NE20 9BD or 'phone them on 0661 860 260.
3) Not bad, but not brilliant. Personally, I'd score it at about 65%. But I've never seen the point of this physical exercise lark myself. Why aren't you lot happy with mental exercise like Venusian multi-plannar geometry, Proxian quasi-physics or Romulan Trivial Pursuit?
4) Why are Spurs FC at the wrong end of division one?
5) Why are Liverpool at the right end of division one?
6) There are in fact two different versions of *Robocop 3*. The one reviewed in *CF19* is the 8-bit version, which mixes side-

Linda Barker - Powerplay superstar and *YS* supremo seen here in photo form for the first time!

ways-scrolling and *Op-Wolf* style shooting. The 16-bit versions are filled 3D polygons. They tell the same tale but from different perspectives.
7) I do not find Linda Barker attractive, but then I'm a completely different species. I have heard that the males who populate the *CF* office find her very attractive. Anyway, here's a piccy so you can decide for yourself!
TMB

BOXING CLEVER

Dear TMB
Do you think that in reviews you could use a picture of the box artwork as it would really help when looking on the shelves for games?
Stephen Hildrey, Liverpool

The reason you'll rarely see a piccy of the box in a review is simply that, even on two pages, space is pretty tight if we want to cram in all the essential views and screen shots. And as much as it galls me to admit it, our reviews team is so efficient at getting the games in early, that often the box artwork hasn't been drawn by the time the mag' goes to the printers. It's a good point though, and has definitely been noted.
TMB

VERY POOR

Dear TMB
I have a few questions and points to raise.
1) How many levels are there on *Sensitive*?
2) In *CF17* you said that you could activate an infinite lives cheat on *Sensitive*, but how?
3) Why did you only review four full-price games in *CF18*. Very poor, I thought.
4) In the RPG feature, I expressly looked for cassette games and found two, neither of which I considered to be RPGs. Are there any decent cassette versions of a good RPG? I don't mind a bit of tape swapping (!?!), like on *North and South* or *Defender of the Crown*.
5) The Powertest boxes - OK admit it. You don't fill it up with good or bad points and then check the game score - it wouldn't work.

Take *Robocop 3* - one of the downers is - 'more than a passing resemblance to the other Robocops'. What if a person has played neither of these? Does the game suddenly hold more appeal for them? And if there are too many good and bad points to fit inside the box, what do you do then? Write smaller?
6) I've sounded very negative so far haven't I? So here are a few compliments: the reviews that you do are very accurate, informative and overall very good; pretty nice Powerpack; and I must say that I thought *Demon Blues* was a full-price release until I read the reviews.
Peter Tallagher, Worcestershire

Alex James led the Gunners to four league titles and three FA cup finals. Will Thalamus' Arsenal FC be as successful as the classic 1930s squad?

1) I've watched that Leach character get up to level 60 - eventually!
2) There was an infinite lives cheat in the game but it didn't work, so I made Andy Roberts knock a poke together. You can find it on page 30.
3) We can only review what's available. Only four full-pricers were finished in time for our deadline. It seems all the games publishers were taking a bit of a breather after the Christmas rush - poor dears they must have been exhausted!
4) RPGs and tape don't work well together - if they work at all - because there is no linear solution. Unlike an arcade conversion, all the game's data has to be accessible in any order. On disk this poses no problem, but on tape, oy vay!
5) Okay, we admit it! But we never said that was the way we did it in the first place. When a reviewer has played a game to death, they then award a score. The corresponding score box is then selected and the reviewer fills it with the most pertinent 'uppers and downers'. The box is not an exhaustive list, but a summary. The in-depth info is contained in the review.
6) Yes!
TMB

STAR CHAMBER

To TMB
1) Is *Addicted to Fun* any good?
2) What happened to *PP Hammer 2*?
3) What do you think of the Action Replay Cartridge MkVI?
4) Will there be an Arsenal FC game?
5) Will Nigel Mansell's be any good?
Andrew Jarvis, Essex

1) *Addicted to Fun* is excellent. *Rainbow Island*, *New Zealand Story* and *Bubble Bobble* are all corking games, making this brilliant value for your cash. What's more, *BB* stars bubble-blowing dinosaurs - absolutely spiffy!
2) The coders are digging in to get the game finished.
3) I can of course replicate all its facilities with sheer will-power, so I think it's a bit redundant. However as to what *CF's* human specialists believe, just turn to page 39.
4) Yes, it will be out from Thalamus as the season draws to a close.
5) Will Nigel Mansell's what be any good? His car seems superb this year, his driving skills as sharp as ever, although his after-race commentary still leaves a little to be desired... Oh I see, the game, from Gremlin! Ah well, look to your left and all should become clear!
TMB

MAKING PLANS FOR NIGEL!

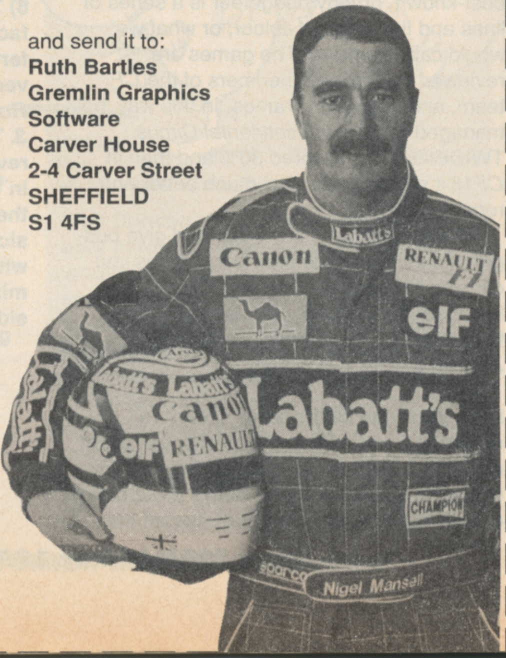
Do you want to see **Nigel Mansell Formula One Grand Prix** on your C64? Do you want to scream round famous Grand Prix circuits in the company of Britain's favourite moustache? Do you want your chance to pile round the Parabolica, take the lead at Loeuws and race through Rascasse? Of course you do! Well, games' gurus Gremlin - who are programming the game - would like to know! And in return for your opinion they are offering the chance to win one of five signed photos of Britain's most successful GP driver.

If you want to see it on the C64, just fill out the coupon below - or a photocopy of it - and whack it in the post to those spiffy Gremlin peeps to demand your right to drive at irresponsibly high speed! They've taken the trouble to ask, so let's tell them how many driving fans there are out there. Tick the boxes that best express your views.

DEAR MR GREMLIN,
Yes I *DEMAND* my right to drive like a nutter with our Nige' ☐
No thanks I would rather live a really boring and sad life instead ☐
I'll buy it on disk ☐
I'll buy it on cassette ☐

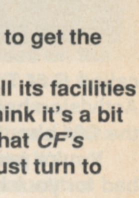
Name ....
Address ....
....
....
....
....

and send it to:
Ruth Bartles
Gremlin Graphics
Software
Carver House
2-4 Carver Street
SHEFFIELD
S1 4FS



THE END

Is there a burning question that you just have to ask? Do you want to express your point of view? Want to say something silly to thousands of people? Then bung a letter to TMB, *Commodore Format*, 30 Monmouth Street, Bath, BA1 2BW (but don't send any SAEs). The Big B scans the mail sack every month for the best correspondence in the biz. He reads every one of them and selects the best for the greatest letters page this side of the Galactic Central Point.



ROGER FRAMES
buys
Budjit Games

Playing his 64 one day, Roger overhears his father on the 'phone in the hallway. "Yes of course! We'd be delighted to look after your kid for two weeks! It'd be someone for Roger to share his 64 with, the stingy little toe-rag!" Roger is delighted. One of his mates is coming to stay with him!

AIRBORNE RANGER

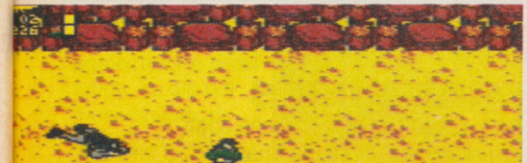
Kixx £3.99 Contact 021 625 3388

I thought this was going to be a game about the Lone Ranger getting pushed out of a plane. But no. It's about a soldier-type who parachutes on to a load of battlefields in turn. What you have to do is kill loads of the enemy and blow up or capture a military thing of great value.

Having spent a lot of money on the game (well I think £3.99 is a lot), you'll want to spend loads of time playing it. And lo! You can. There are loads of levels, and each takes quite a while to play.

You can see your little guy from above and behind, and you must shoot everyone who attacks him. It seems like a terrible waste of expensive ammo, I know, but it's just got to be done.

It's not a bad game, is *Airborne Ranger*, and it's quite exciting. You get several different weapons to use (blowing up bunkers with the rocket is a hoot) and there's a fair bit of skill involved. If you're interested in something a bit unusual, and if a penguin at the zoo gives you £3.99 to spend on computer games, this isn't a bad one to buy.



These two characters are after my pocket-money. Time for some serious target practice.

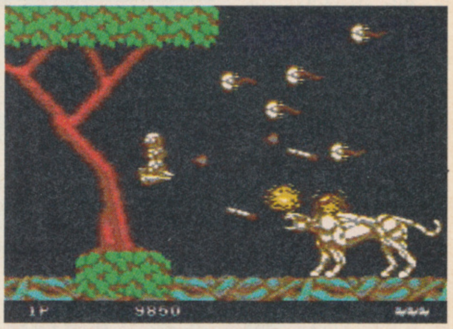
I couldn't believe what I was hearing! One of my pals was to stay over at our house for two weeks! Would it be Josh? Would it be Barry? It might even be Simon, owner of the largest (and fastest) Scalextric layout this side of High Wycombe!

Whichever of the guys in my fabby gang it is, we'll be able to have midnight feasts, throw darts at pictures of girls (urgh!) and of course, get stuck into some serious 64 games-playing. I can't wait to show him my best budjit stuff!

AIRBORNE RANGER

You can crawl under barbed wire! You can grenade trenches! You can walk around firing indiscriminately! You can even settle down with *Airborne Ranger* and have a good bash.

FRAME RATE 76%



Eat plutonium unpleasantness, metallic alien cat-thing! (No one messes with a Frames and lives to tell the tale.)

ST DRAGON

Kixx £3.99 Contact 021 625 3388

It's a strange little peanut of a game, this one. Apparently you're part dragon, part machine. Part fruitcake, part tractor, if you ask me.

Anyway, it's horizontal scroller time, as you trundle along dragging a fully-armoured tail behind you. Loads of nasties come to meet you; just blow them out of the sky. Also floating around are collectable power-ups that vastly increase the damage you can do.

Yes, there are a million games just like this *(1,002,134 to be precise - TMB)*. You know the sort: kill baddies, get better weapons, kill more baddies, kill big end-of-level baddies, get even better weapons, etc. But this is one of the better ones. Not stunning but quite good. Hmm. That sums it up. Can I have my money now, Trent? (*No. Get on with more reviews, you spotty squirt - Ed.*)

ST DRAGON

It's fast, furious and, er, for the C64.. *St Dragon* is the perfect present to buy someone who hasn't got a horizontal scrolling game, and believes them all to cost around £40.

FRAME RATE 74%

VENDETTA

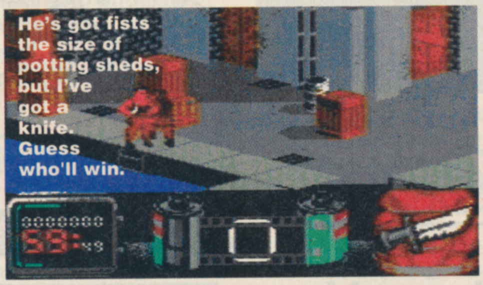
Kixx £3.99 Contact 021 625 3388

Who'd have thought you could do a game about a moped, I thought as I loaded up this 'un.

But, shock of shocks, it's not about a moped at all. It's about a fat man who gets into a lot of fights. Your chubsome chap wanders from 3D screen to 3D screen, walking up to people and punching their heads and necks. Rivetting? Not at all.

There are two varieties of gameplay here, though. One is the fighting, the other a driving game. Both are slow and rather boring.

The graphics look fairly pretty, but the computer takes about eight months to draw each screen. It's almost impossible to see properly what's going on, so you end up punching and kneeing thin air while your opponent machine guns you to death. It's a pile of rotting vegetables, if you ask me.


He's got fists the size of potting sheds, but I've got a knife. Guess who'll win.

VENDETTA

Not a very good fighting or driving game. However, the cassette itself, sellotaped to your head, makes a good pair of cycling goggles (if you've got small, close-together eyes). The box can be used to hurl at crows.

FRAME RATE 33%

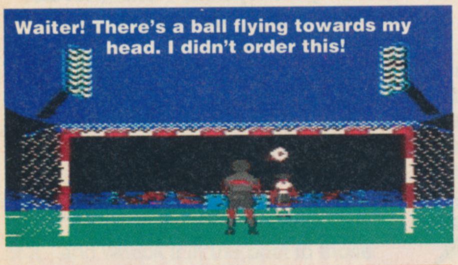
ITALIA '90

Tronix £3.99 Contact 081 960 2255

Time flies when you're too stingy to buy a calendar. I mean, where did 1991 go? Anyway, if you want to relive the tear-jerking glories of our plucky squad in the football World Cup, you'll have to stump up four massive quid for this game. But is it worth it?

Well, you get a pretty quick 3D-angled game, which is a good laugh. It doesn't handle tackling well (you always foul because you hit the fire button), and there's a weird goal-mouth bit where you wiggle your keeper around as he tries to get into position. But for the most part it's an enjoyable little kicker.

You get to play all the big teams and, unless you practise a lot, you'll lose miserably most of the time. Still, it's a challenge.


Waiter! There's a ball flying towards my head. I didn't order this!

ITALIA '90

Not a bad footy game, but it's not incredibly incredible either. For four sovs, you'll get end-to-end action and, er, some piping whistle sounds as you foul the opponents.

FRAME RATE 73%

MIDNIGHT RESISTANCE

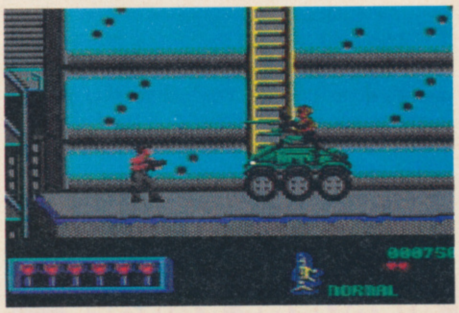
The Hit Squad £3.99 Contact 061 832 6633

It's Rambo time. You walk along a collection of levels (all looking like they are in a sort of warehousey steel-works place). As you stroll along, you shoot loads of men who jump out at you from all sorts of places.

Then they get miffed and start using tanks, armoured cars and cruise liners against you. If you've got a bit of skill in you, you can blow these up and keep walking. And that's basically the plot.

The graphics are nicely done. Your little bod can crawl, walk, fire in all directions and generally do lots of things. His opponents, on the other hand, tend to die a lot.

The thing is, though, that every time you play, everything happens exactly the same way. So if you practise enough you can learn when everything occurs. I know a lot of games work like this, but I'd like to see a bit of difference each time.

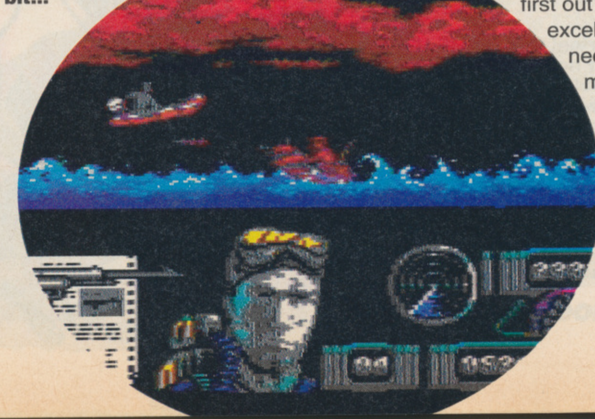

"Not now, I've got a headache." Yes, midnight resistance can strike at any time, so always carry new 'improved' Flamethrower..

MIDNIGHT RESISTANCE

Looks good, plays well and you can hurt people in it! What could be better? A holiday in the Bahamas with Richard Branson's wallet and credit cards would be, actually. Anyway, I like *Midnight Resistance* a lot.

FRAME RATE 43%

Only eight hours of the incredibly tough boaty bit and I'll be into the massively hard walky bit!!!



NAVY MOVES

The Hit Squad £3.99 Contact 061 832 6633

Navy Moves what? What does the Navy move? Apart from battleships, aircraft carriers and the odd destroyer, I've never seen it move anything worth more than about £50.

Anyway, here you play a bloke with a little life-boat thing. He must sail it at a fast lick towards the enemy through a minefield (a sort of special underwater one), and then he has to kill the enemy boats when he finally reaches them.

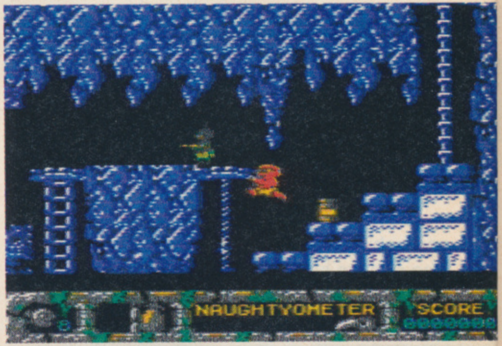
Great? Not really. The problem is, *Navy Moves* is remarkably difficult. Getting through the mines is remarkably difficult and surviving the baddies' boats is remarkably difficult. All told, it's a real pig of a game to play through to the end.

The graphics are suitably watery and the sound is, er, splashy. So no real gripes there. But the game is too flippin' tough. So only buy it if you're a mega-expert at C64 games.

NAVY MOVES

I challenge anyone in the real Navy to play this through to the end. If you're in that watery armed force and you've finished it, send a description of the final screen, your name, address and your service number to the usual *CF* address and I'll get Trenty to send you a prize.

FRAME RATE 43%


Jack leaps behind a nose-eating warrior in a sort of jungly ice-cavern place.

MULTIMIXX 5

Kixx £3.99 Contact 021 625 3388

Three games for £3.99! That's £1.33 for each game! Can you go wrong? Well let's look at the games, then decide, eh readers?

First off is *Monty On The Run.* Monty Mole has got to belt through a big platform game in order to escape from prison (or something). It's looking a bit old now (it was first out in '86), but the platformy bits are excellent, and there's a lot of skill needed to get through. It's also mega-big, apparently.

If you finish that in quarter of an hour, you can move straight on to *Auf Wiedersehen Monty.* This means 'Hello Monty' in German, or so Trenton told me. Here you've got to help Monty flee for his life across Europe.

There's violence, there's romance, and there are car-chases and loads more platforms. Despite all this, *Auf Wiedersehen Monty* isn't as good as *Monty On The Run*.

Jack The Nipper II is also on Multimixx 5. Yep. It's another platformer. You've got to guide the chaotic under-five around some jungle or other, trying to avoid his dad. You've also got to avoid various child-eating native tribesmen, and the odd weird sprite thing as well. It's also pretty good, and the different style of it is a welcome break from all that mole-related madness.

MULTIMIXX 5

Platform fans should rush out and buy this. It's got three rather good games on it. Nothing completely stunning, but for £1.33 each you're getting a remarkably good deal. Hooray.

FRAME RATE **84%**

GOLDEN AXE

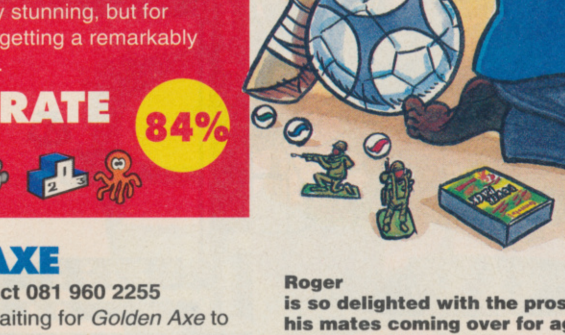
Tronix £3.99 Contact 081 960 2255

Brilliant! I've been waiting for *Golden Axe* to come out on budget for ages! I even considered buying it at full-price once (but luckily I soon recovered).

You can play one of three rock-hard fantasy peeps. You then go on a sideways-viewed quest to kill Death Adder. He's basically a big nasty, with millions of smaller nasties between you and him (who you'll have to decapitate first).

It's chop, hack and slash in glorious colour, with a sort of 3D effect thrown in, and it's great. Loads of excellent graphics, plenty of ace sound effects and fast, accurate movement means that you can actually go inside your computer and live as the fantasy folk do (but remember to come back in time for tea).

It's a great game, but it's dead tough, so dig out those cheats in issue 7. In fact, there's only one thing that's stopping it being a Corker. It's only got a one-player mode. So my mate Barry has to sit and watch while I play it for hours.


Let's see if I can damage this big eagle, shall I? Everyone knows birds of prey are easy meat.

GOLDEN AXE

If you haven't foolishly parted with your dosh earlier, now's the time to buy *Golden Axe*. It's a fabbo, whizzer of a game (although it still hasn't got a blimmin' two-player mode).

FRAME RATE **89%**

Roger is so delighted with the prospect of one of his mates coming over for ages, that he does the unthinkable. He removes money from his piggy-bank in order to buy more toys and budjit games. His parents, hearing the clink of Roger's money, start worrying.

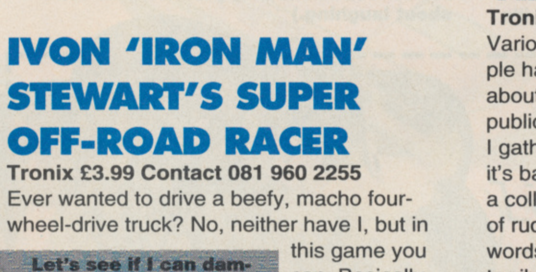
IVON 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER

Tronix £3.99 Contact 081 960 2255

Ever wanted to drive a beefy, macho four-wheel-drive truck? No, neither have I, but in this game you can. Basically you've got to whizz your tiny truck around several incredibly bouncy and violent circuits. Three other trucks belt along too, and the whole thing is like throwing four Tonka toys down a cliff and watching them through the wrong end of a pair of binoculars.

It's dead tough to control your truck, and it's very, very annoying when you can't actually get it through a smallish gap, and you just keep bouncing off the walls, as well as other contestants.

The two-player mode helps it a bit, but doesn't make it a particularly storming game. It would be better to spend the money on 199 tuppenny chews.


Race your coloured pixel against three equally turbo-charged, nitrous burning pixels in a bid for, er, winning the race.

SUPER OFF-ROAD RACER

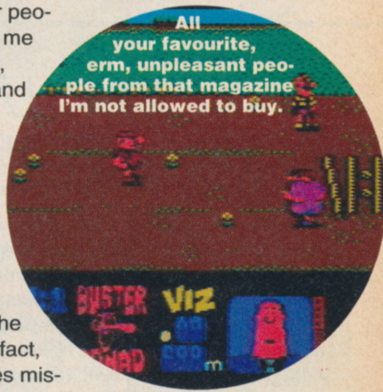
A bit like *Badlands* or *Indy Heat*, but not as good as either. It's fairly similar to filling your double-glazing with water and then using each window as a kind of thin aquarium.

FRAME RATE **38%**

VIZ

Tronix £3.99 Contact 081 960 2255

Various older people have told me about this, er, publication, and I gather that it's basically a collection of rude words and terrible cartoons. Now I like cartoons as much as the next man (in fact, I'm sometimes mistaken for one myself), but I'm not sure that it translates particularly well to the 64's screen.


All your favourite, erm, unpleasant people from that magazine I'm not allowed to buy.

What you have to do is choose a character - Johnny Fartpants, Buster Gonad or Biffa Bacon - and race him through various locations in Fulchester. Many of the other characters interfere, and there's a fair bit of very rude swearing.

Ha ha ha, and all that, I thought. But the racing itself isn't that brilliant, and once you've finished, you have to go through all the same jokes again next time. Ha ha not very ha.

It's a pity that the race itself isn't a bit more playable. If there was a two-player option it would have been much more fun. And the idea that you've got to build up your tokens at the beginning (in a separately loading section) is a bit dreadful.

Basically if it wasn't based on the *Viz* characters, I'd give it 47 per cent.

VIZ

All your 'faves' (in fact, people you shouldn't really have heard of) in a not-particularly fun-packed racing game with some swearing. Like Brunel's famous 19th century chair-lift across the Avon, it's a nice idea which could have been done so much better.

FRAME RATE 47%

MONTY PYTHON

Tronix £3.99 Contact 081 960 2255

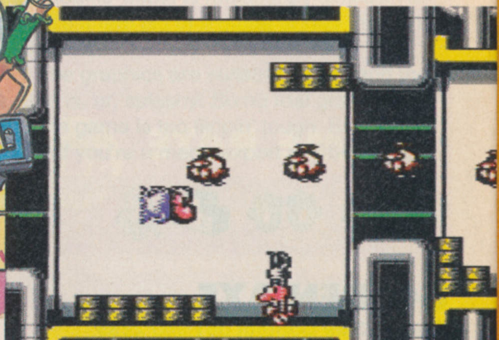
If your household is anything like mine, your parents occasionally start talking about incredibly weird things, laughing and doing stupid voices.

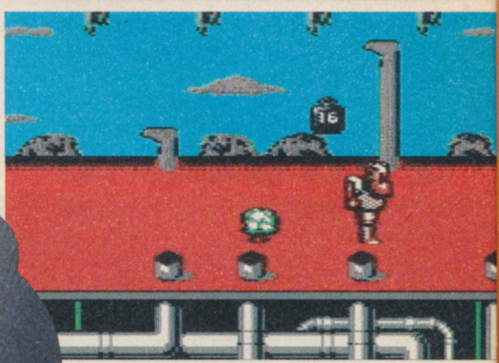
Fear not. All they're probably doing is quoting that ancient television show, *Monty Python's Flying Circus*. Apparently, it was the 'in' thing about 60 years ago. (If they're not quoting *Python*, call a doctor.)

Anyway, Tronix have finally released the game of the show at a sensible price. If you know all about *Monty Python,* you'll be squealing and wheezing with laughter when you see the game. All the best bits are included, and everything in it has something to do with the shows.

But the best thing is, even if you aren't a *Python*-fan, you can still enjoy the game. It's really well done, you see. You float around, trying to collect Spam and find bits of your brain. This means swimming through loads of screens, blasting pigs, boots and other strangenesses, and keeping your energy levels high.

It's tricky, it's fast-moving and it involves planning your route. It's also immense fun. Every few screens, you come across a special bit containing something your parents will recognise and hoot at, and you'll just fire at. It's got the playability to be a fun game as well as a treat for people who say F'tang F'tang a lot. Buy it if you want a strange and enjoyable experience (and you've got a face like a bat).



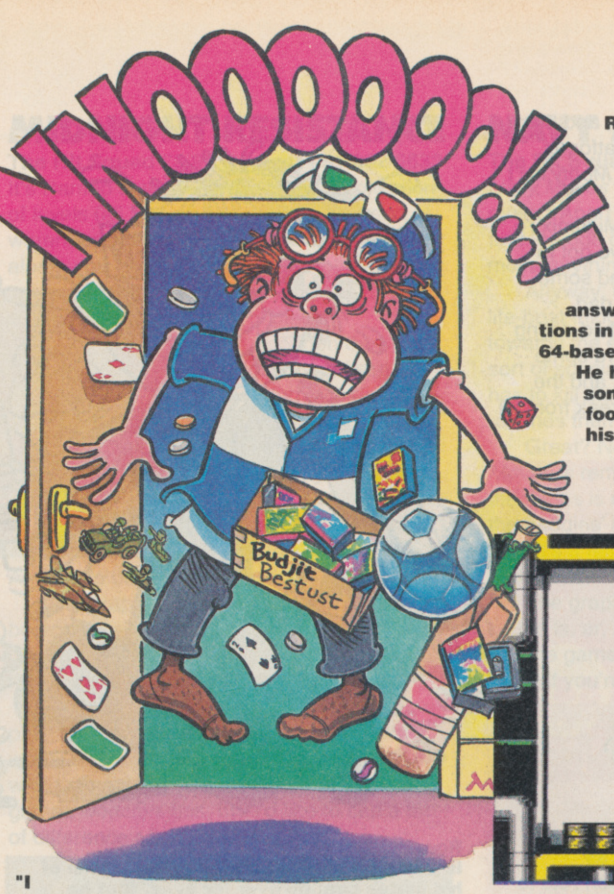


"I wish to register a complaint. Hell, Miss? I'm sorry, I have a cold. This parrot is dead." (This is *Monty Python* at its, er, best. I know cos I asked my parents, who fell about laughing.)

MONTY PYTHON

You don't need to be able to recite the entire 'Parrot Sketch' to have a good time with this game. It stands up in its own right (especially if placed on a level surface).

FRAME RATE 85%



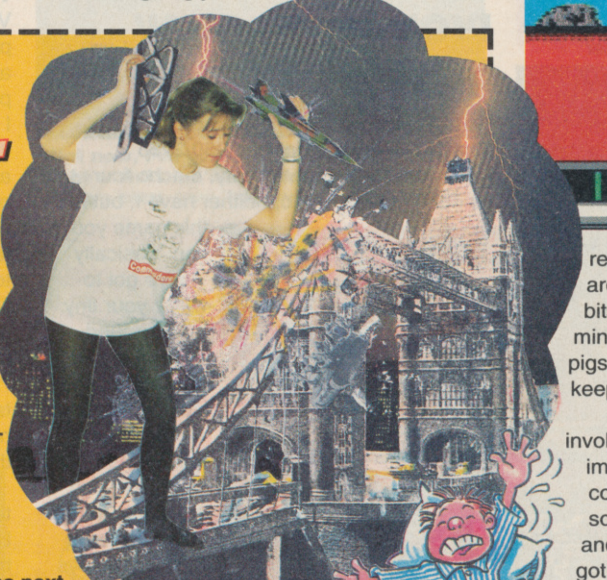
Roger, having actually spent real money on more toys to keep him and his mate amused, waits anxiously for him to arrive. Suppose he's not coming? Nightmare. All that dosh wasted!

But then the doorbell rings. Roger hears his parents answer it. He makes final preparations in his room for two weeks of 64-based fun with his chum.

He hears Mum and Dad welcome someone at the door. He hears footsteps coming up the stairs to his room. Would it be Josh? Would it be Simon or Barry? The door opens. Roger screams in fear. It's... it's..! (to be continued.)

COMMODORE FORMAT May 1992 brings you Roger's worst nightmare.

GET IT OFF YOUR CHEST



The election may be as much old news as a Speccy - and twice as boring as the games - but there's still one campaign running. Roger is trying to mobilise the C64 gamesplaying nation with his 'Urgh, Girls' campaign. Standing for all that's smart about being a boy - C64s, football, having brill' names like Barry etc - and against everything that's yeeuchh about being a girl - flowers, crying, horses, having namby names like Veronica etc - he wants your support to avert a national disaster.

Show solidarity with Roger (or cut him to the quick with caustic irony) by nabbing an 'Urgh, Girls!' Tee-shirt. They're only £6.99 and would be on the *Clothes Show* every week as the next spiff' thing if it wasn't run by girls. Get one now!

Name ....

Address...

....

.... Postcode ....

I certainly need a limited edition "Urgh Girls!" Tee-shirt. And I'll be paying by (please tick):

Cheque ☐ PO ☐ ☐ ☐

Credit Card No **Expiry date**

Large ☐ Medium ☐ Small ☐ (sizes)

Send this form (or a photocopy) to:
Commodore Format, Future Publishing, Freepost, Somerton, Somerset, TA11 7BR.

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...'COS WE KNOW WHERE YOU LIVE!

Whatever happened to... all the Heroes?

Y'know, chums, sometimes it seems as if they just don't make heroes like they used to. Where are all the great heroes of yester-year? We set Stuart Campbell the tricky task of finding out...

Got a light, mac? No? Oh well, the dark brown overcoat will just have to do. It gets chilly in here these days, but not as cold as it was in the winter of 1991 when I took on 'The Case Of The Disappearing Heroes'. What's that? You want to know more about it? Well, buy me another shot of tequila'n'strawberry milk-shake and I'll spill the beans...

It all started when the head honcho behind a sleazy publication called *Commodore Format* sent me on a mission to find some missing characters. Not just your everyday run-of-the-mill ones, though. These were computer game characters. Huge stars of their day, every one of them had mysteriously vanished from the public eye over a period of a couple of years. The FBI suspected Communist involvement, but I knew better, don't they watch the news any more?

Times were hard, so I took the case. I got my first lead when a tall blonde walked past my office window. I knew she was tall because my office is on the third floor. I figured anyone that size would be bound to know where a town's misfits hang out, so I parachuted out of the window and pulled her up.

"Let go of my up!" she squealed. I tightened my grip.

"Not so fast, sister," I growled. "I want to know about Agent 4125."

"What, the guy out of *Impossible Mission*, that classic platform-leaping and puzzle-solving game?" she gasped.

I'd struck on something here. "That's the one," I replied. "Last time he was heard of, he'd foiled the evil Elvin Atombender's plans for world domination for a second time in *Impossible Mission II* and was off for a well-earned holiday in the Bahamas."

"Look, all I know is that he went for a drink at the Tangential Trout Club before he left for the airport. I saw him in the crowd while I was doing my exotic animal dance act with Monty Mole. He looked drunk, but I swear I never saw him after that..."

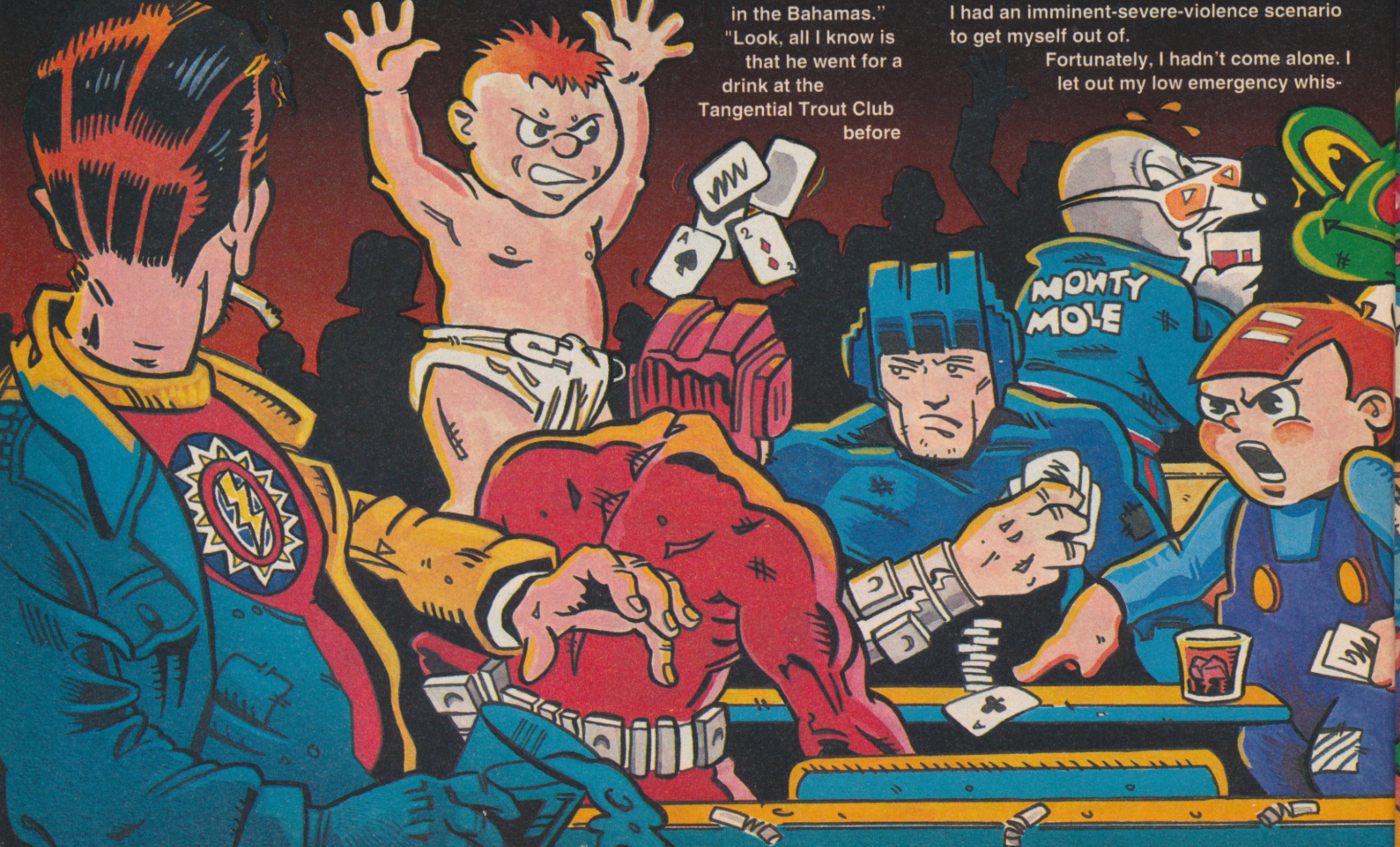
I could tell she didn't know any more, so I let her go. The 'mistreatment' charge could wait until another day. It seemed like I needed to pay a visit to the Tangential Trout. I set off down the long dark alley that led to the seedy nitespot's back door (it didn't have a front door), but I was only halfway down when two hefty figures loomed out of the shadows and blocked my path.

"Well, well, if it isn't my old friends Billy and Jimmy from the *Double Dragon* series. I thought you boys were safely tucked up in Sing-Sing for the duration..."

"You thought wrong," Billy sneered. "We got sprung."

Aha! I'd often suspected a link between these two reprobates and Thing, star of *Thing on a Spring* and *Thing Strikes Back*.. Now it seemed as if he'd used his powers of metallic elasticity to free this ugly pair from captivity. I'd look into that later, but for now I had an imminent-severe-violence scenario to get myself out of.

Fortunately, I hadn't come alone. I let out my low emergency whis-



tle, and in a blur of black cape and nunchakus, my old pal Armakuni leapt from the fire-escape above us and set about the two thugs with a vengeance. And a big stick, too. Billy and Jimmy's conversation got a bit stilted after that, but it went something like this:

"Oof! Ugh! Arrgh! Hey man, I thought you'd retired after the last of those *Last Ninja* games! Gnnf! Ouch!"

"Not so. After defeating Kunitoki, I have no way to earn riving. Good fliend Stuart pay rousy wages, but plotecting him flom bad guys rike you at reast keep me in tlim."

Three heavy manglings (Billy, Jimmy, and the English language) later, we made it to the door of the Tangential Trout. I told Armakuni to act as bouncer for a while and dissuade any unwelcome visitors from entering while I had a look around. I kicked the door down (a dramatic entrance always pays off, I find), which was unfortunate for the character who'd been lurking behind it at the time.

"Well, at least I know now why they call you Rick Dangerous," I said as the chunky one-time explorer retrieved his battered hat from a puddle of vomit. "Haven't you had enough of dicing unnecessarily with death?"

"That's easy for you to say," he replied through bleeding gums. "What with the NHS cuts and everything, it's not so easy for some of us to get proper medical attention for our masochistic personality traits. At least down here I can get knocked around by people I know."

Pausing only to whack Rick brutally over the head with a jagged bit of broken door (hey, even we private eyes can be compassionate when we want to), I swaggered through the club towards the bar. Even I had to blink in surprise when I saw who was serving there.

"Renegade!" I exclaimed. "I thought you were one of the good guys!"

"Yeah, well, I used to be," he grunted. "But after Mr Big kidnapped my girlfriend a third time, I knew I was never going to be free of him, so I figured I may as well join forces. There's always room for a bit of muscle in his organisation."

A sleazy publication called Commodore Format sent me on a mission to find some characters

"So I've heard. It's not long since I put old Bombjack away for a ten-stretch after he did all those gangland assassinations. He never talked, but it didn't take a genius to guess who he was working for. Anyway, I've had enough of dealing with the monkeys – where's the organgrinder?" Just then a ray of strong light knifed into the gloomy bar. Squinting, I saw that it was coming from an open doorway on the other side of the room.

"Looking for me?" asked a strangely familiar voice.

"Waddaya know," I sneered, "if it isn't old Babyface himself. Or should I call you Jack The Nipper? Moved up in the world since those two dodgy arcade adventure games, haven't you?"

"Less of the Babyface stuff, mac. Nowadays they call me Mr Big."

"Call yourself what you like, you'll always be The Whiffy Nappy Kid to me. Where's Agent 4125?"

Jack's face broke into a grin. "Why don't you step into my office and I'll show you..."

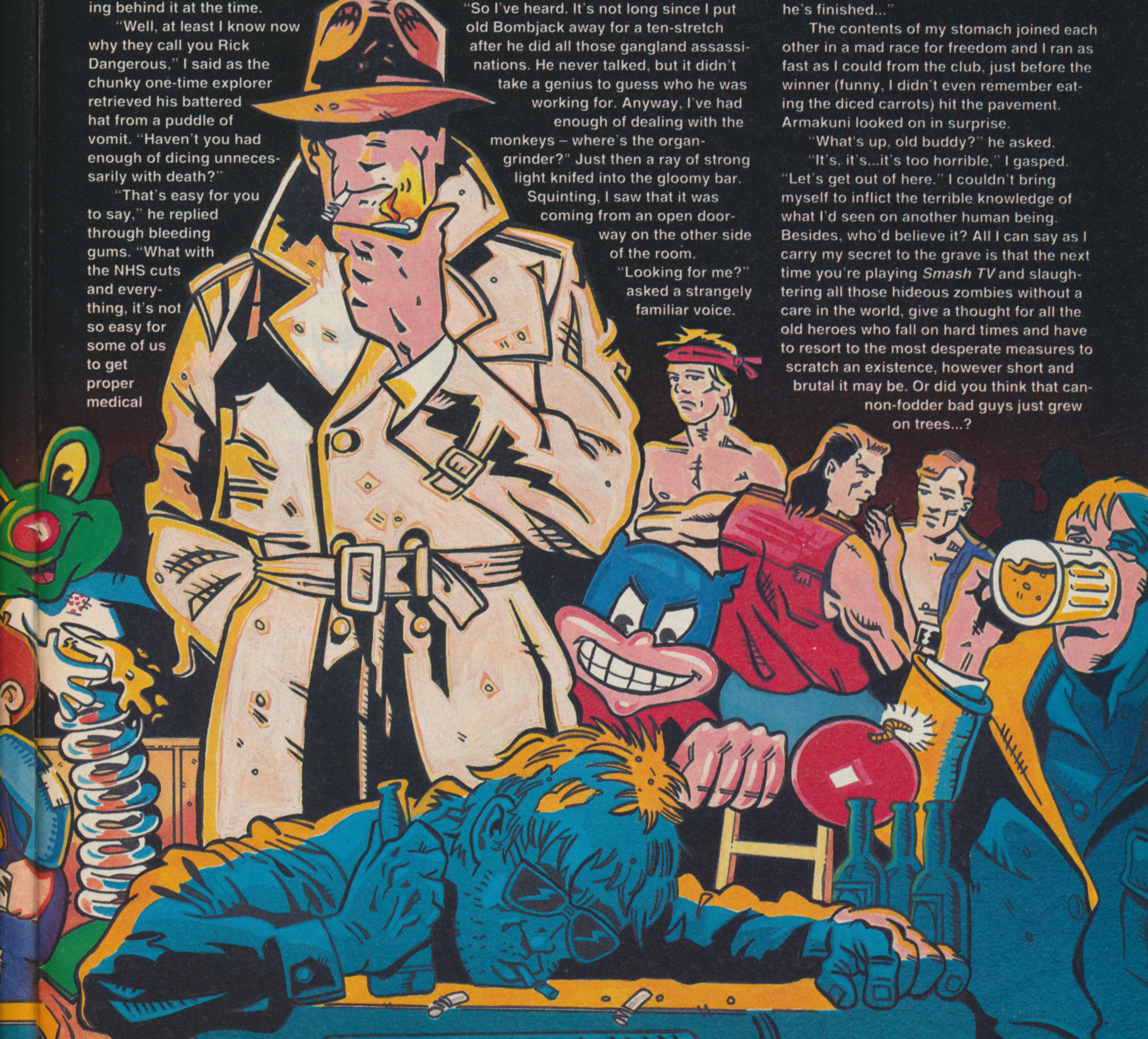
Warily, I followed the evil criminal mastermind into his lair. I couldn't believe what I saw when I got there.

"Not a pretty sight, is he?" Jack laughed. "But don't worry, he's only half done. He'll look a lot more respectable when he's finished..."

The contents of my stomach joined each other in a mad race for freedom and I ran as fast as I could from the club, just before the winner (funny, I didn't even remember eating the diced carrots) hit the pavement. Armakuni looked on in surprise.

"What's up, old buddy?" he asked.

"It's, it's...it's too horrible," I gasped. "Let's get out of here." I couldn't bring myself to inflict the terrible knowledge of what I'd seen on another human being. Besides, who'd believe it? All I can say as I carry my secret to the grave is that the next time you're playing *Smash TV* and slaughtering all those hideous zombies without a care in the world, give a thought for all the old heroes who fall on hard times and have to resort to the most desperate measures to scratch an existence, however short and brutal it may be. Or did you think that cannon-fodder bad guys just grew on trees...?



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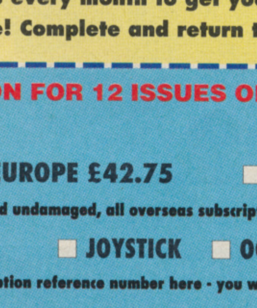

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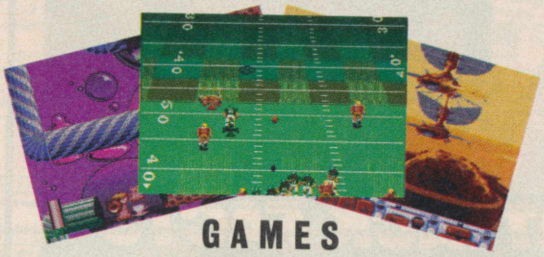

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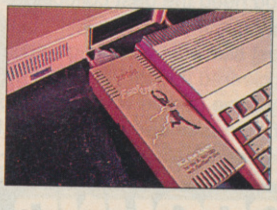

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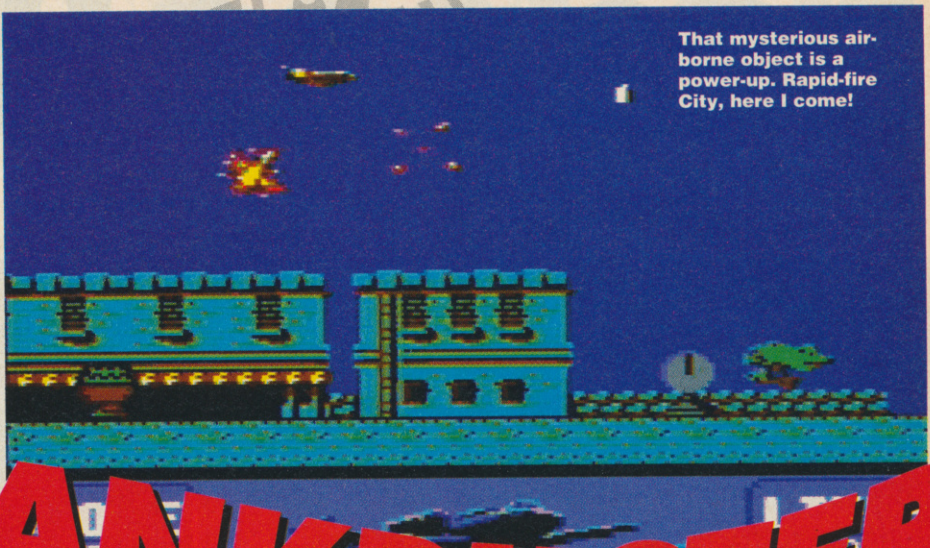

That mysterious airborne object is a power-up. Rapid-fire City, here I come!

Q10 TANKBUSTER

Okay, imagine you're Zeppelin. You want to do a game about the A10 Tankbuster, but you realise that there's already a game by this name (on the PC and Amiga, by Sierra On-Line as it happens). Do you give up? Do you think of another plane to do a game about? No. You change the name a bit to *Q10 Tankbuster*.

Fair enough. Anyway, what you've got here is a sideways-scrolling shoot-'em-up in the traditional mould. You can move in eight directions to avoid the baddies that whizz towards you. You have a forward-firing gun and a load of bombs, so as you trundle from left to right, you can unleash the odd shot.

But if you can just wait until the first power-up appears, you'll be laughing. The power-ups give you extra lives and, more importantly, serious weaponry.

Attacking you is a varied selection of flying machines. Helicopters come buzzing across in waves, fighters come zipping across in squadrons, and a Frenchman drives across in a 2CV. It's almost too much to cope with.

Of course, you mustn't forget the whole reason for flying over the enemy's territory - to destroy tanks. And there are plenty to fire at. Dive down to the ground, fly incredibly low, and when you see a tank, truck or anti-aircraft vehicle, drop as many bombs as you can (you've got an unlimited amount, which helps).

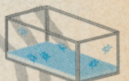
You have to carry out these strikes while keeping an eye open for the billions of enemy planes that continually swoop in. Now you know why you need the best collectable weapons you can find.

In the best sideways-scrolling tradition, after you've cleared a level you meet up with an incredibly large baddie who can absorb hundreds of rounds of damage. It could be a massive bomber, a helicopter or a state-of-the-art Russian fighter (even though we're all friends now).

Aha, you'll be thinking. These end-of-level baddies sound remarkably tough. Well they're not. Owing to some rather poor game design, you can sit at the top of the screen, where you can't be hit, and fire at a baddie every time it pops up. This technique works with all the end-of-level jobbies, so you don't ever have to worry about them.

It's a great pity, because it makes the game a great deal easier. You can also stay safe as you fly through the levels. Just hold down fire and keep moving back and forth to avoid the anti-aircraft shells that occasionally whizz your way.

This oversight spoils what is basically a pretty fun game. It's dead old-fashioned and not very stunning, either to look at or listen to. But it's enjoyable, and you could have a few hours' pleasure before beating it (except that with the hiding place you could finish it in about three goes).



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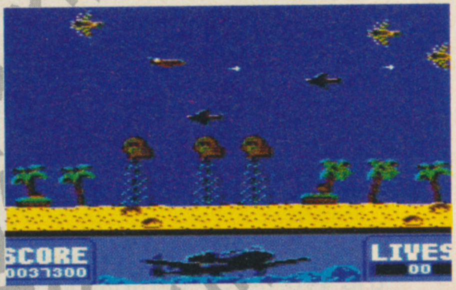
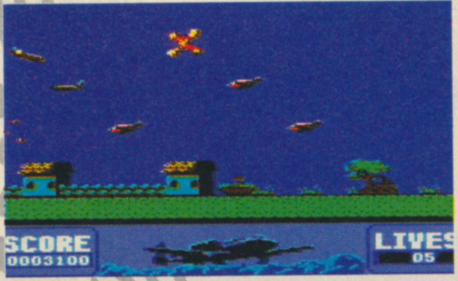


Those anti-aircraft vehicles hiding in the trees do their worst - like pulling nasty faces and blowing raspberries.



If it's explosions you want, you've come to the right place. We've got fat explosions, thin explosions, some as big as your head...

Game	**Q10 Tankbuster**
Publisher	**Zeppelin**
Cassette	**£3.99**
Disk	**Unavailable**
Release	**Out now**
Contact	**091 385 7755**

POWER RATING

THE DOWNERS...

- The not terribly advanced graphics make this game seem like an oldie re-release.
- So does the sound actually, come to think of it.
- All levels are pretty similar.
- And there's the cheaty thing where you can sit at the top of the screen in almost complete safety.
- Every end-of-level baddie behaves in the same way.
- There are plenty of games like this, so it's not sparklingly original.

100

42%

0

- **It's fast enough to keep you concentrating hard.**
- **You don't have to go back to the beginning after each loss of life.**
- **There are plenty of meaty weapons to use.**

...AND THE UPPERS

GROUND ATTACK FACTS

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Interestingly, the A10 Tankbuster (which the made-up Q10 is based on) has got a seven-barrelled cannon. Each barrel is 30mm wide, and as the barrels spin, they can pump out 4,200 rounds per minute. That's 70 per second.

Each shell is the size of a milk-bottle. And the gun (including ammo drum) is actually the size of a VW Beetle car.

Even more interesting, the VW Beetle was designed by Ferdinand Porsche (maker of Porsche cars) for Adolf Hitler in the 30s. And you can still see them on the roads.

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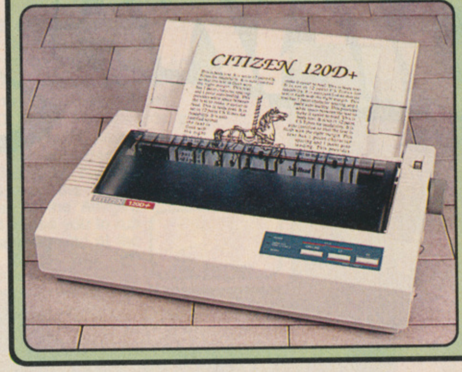

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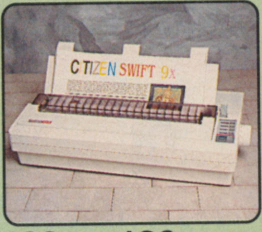


192 CPS **136 COLUMN**

- *Citizen Swift 9x - 9 pin - 136 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240 x 240dpi*
- *Epson and IBM Emulation*
- *Colour Option Available*
- *FREE Silica Printer Starter Kit*

RRP	£329
SILICA STARTER KIT	£25
TOTAL VALUE:	£354
SAVING:	£105
SILICA PRICE:	£249

£249
+VAT= £292.58 ref: PRI 2309

24 PIN PRINTER

NEW! LIMITED OFFER

Free Lotus AMI 1.2
CITIZEN Swift24e

Monitor not included

FREE COLOUR KIT

PRINTER + SOFTWARE + COLOUR

- *Citizen Swift 24e - 24 pin - 80 column*
- *216cps Draft, 72cps LQ*
- *8K Printer Buffer + 6 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360 x 360dpi*
- *Epson, IBM & NEC P6 Emulation*
- *FREE Colour Kit*
- *FREE Silica Printer Starter Kit*
- *FREE Lotus AMI 1.2 Word Processor and DTP package*
- *FREE Adobe Type Manager V1.15*

RRP	£369
COLOUR KIT	£38
SILICA STARTER KIT	£25
LOTUS AMI 1.2 WP/DTP PACKAGE	£95
ADOBE TYPE MANAGER V1.15 (Fonts)	£79
TOTAL VALUE:	£606
SAVING:	£337
SILICA PRICE:	£269

£269
+VAT= £316.08 ref: PRI 2544

24 PIN PRINTERS

NEW!

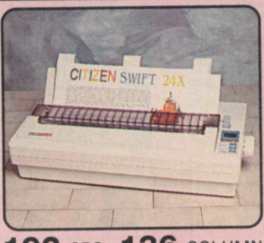
CITIZEN 224

192 CPS **80 COLUMN**

- *Citizen 224 - 24 pin - 80 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360 x 360dpi*
- *Epson and IBM Emulation*
- *Colour Option Available*
- *FREE Silica Printer Starter Kit*

RRP	£269
SILICA STARTER KIT	£25
TOTAL VALUE:	£294
SAVING:	£95
SILICA PRICE:	£199

£199
+VAT= £233.83 ref: PRI 2484



192 CPS **136 COLUMN**

- *Citizen Swift 24x - 24 pin - 136 column*
- *192cps Draft, 64cps NLQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360 x 360dpi*
- *Epson, IBM and NEC P6 Emulation*
- *Colour Option Available*
- *FREE Silica Printer Starter Kit*

RRP	£489
SILICA STARTER KIT	£25
TOTAL VALUE:	£514
SAVING:	£165
SILICA PRICE:	£349

£349
+VAT= £410.08 ref: PRI 2574

INKJET PRINTER

NEW!

360 CPS **80 COLUMN**

- *Citizen Projet - inkjet - 80 column*
- *360cps Draft, 120cps NLQ*
- *50 Nozzle Head - Whisper Quiet 47dB(A)*
- *8K Printer Buffer + 3 Fonts*
- *Optional HP Compatible Font cards*
- *Parallel Interface*
- *Graphics Resolution: 300x300dpi*
- *HP Deskjet plus emulation*

RRP	£496
TOTAL VALUE:	£496
SAVING:	£137
SILICA PRICE:	£359

£359
+VAT= £421.83 ref: PRI 2090

NOTEBOOK PRINTER

CITIZEN PN 48

64 CPS **80 COLUMN**

- *Citizen PN48 Notebook Printer*
- *Non-impact Printing on Plain Paper*
- *53cps LQ - 4K Buffer + 2 Fonts*
- *Rear and Bottom Paper Loading*
- *Parallel Interface*
- *Graphics Resolution: 360 x 360dpi*
- *Epson, IBM, NEC P6 & Citizen Emulation*
- *Powered From Mains, Battery or Car Adaptor*
- *FREE Silica Printer Starter Kit*

RRP	£325
SILICA STARTER KIT	£25
TOTAL VALUE:	£350
SAVING:	£101
SILICA PRICE:	£249

£249
+VAT= £292.58 ref: PRI 2100

FREE STARTER KIT
WORTH £25+VAT

FREE!

This starter kit will help you to get you up and running with your new dot matrix or notebook printer when you buy it from Silica Systems.

- *3½"Disk - Amiga & ST Drivers*
- *3½" Disk - Driver for Windows 3*
- *2 Metre Parallel Printer Cable*
- *200 Sheets of Continuous Paper*
- *100 Continuous Address Labels*
- *5 Continuous Envelopes*

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SHEET FEEDERS

PRA 1200	120D	£71.38
PRA 1215	124D/224/Swift 9/24	£88.70
PRA 1228	124D/224/Swift 9/24	£42.00

SERIAL INTERFACES

PRA 1189	120D+	£56.45
PRA 1209	Swift 9/9x/124D/224	£32.25
PRA 1709	Swift 24/24x/24e	£26.38

32K MEMORY EXPN

PRA 1753	124D/224/Swift 24	£13.10

PRINTER STAND

PRA 1242	124D/224/Swift 9/24	£24.03
PRA 1274	Swift 9X/24X	£30.66

ORIGINAL RIBBONS

RIB 3520	120D/Swift 9 Black	£2.91
RIB 3949	Swift 9/9x Black	£7.15
RIB 3924	124D/Swift 24 Black	£4.70
RIB 3936	224/Swift 9/24 Colour	£15.63
RIB 3248	PN48 Single Strike	£3.61
RIB 3348	PN48 Multi Strike	£3.61

COLOUR KITS

PRA 1236	224/Swift 9/24/24e	£35.25
PRA 1240	Swift 9x/24x	£35.25

PN48 ACCESSORIES

PRA 1148	PN48 Battery	£51.70
PRA 1155	PN48 Cable Extn	£ TBC
PRA 1162	PN48 Car Adaptor	£ TBC

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- *THE FULL STOCK RANGE:* All of your requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers and software/peripheral details.
- *PAYMENT:* By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new developments and products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

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Address: ....

.... Postcode ....

Tel (Home): .... Tel (Work): ....

Company Name (if applicable): ....

Which computer(s), if any, do you own?.. 55E

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

INDIANA JONES

AND THE FATE OF ATLANTIS

The chase will soon be on for that rare mineral Orichalcum, the mystery ingredient in the Nazis' ultimate world-destroying ultra-death machine. Who stands in their way? Indy Jones of course. Next month you'll be able to help him beat the fascist scourge in the *Fate of Atlantis*.

Lucasfilm and US Gold are excited with the way their new game is looking. So much so that not only have they given away that rather nifty doorhanger, but they want to give hordes of *Indiana Jones* goodies away as well.

The lucky winners will get their paws on exclusive Lucasfilm bags, all marked with the distinctive *Indiana Jones* logo. There are 10 rather natty tan hip packs, three brill' backpacks and two ultra-neat barrel bags. They look the biz and will make anyone who has even been anywhere near an Indy movie completely green with envy.

So what do you have to do to win these rather ridiculously good goodies? It couldn't be easier - well it could, but then it wouldn't be much of a compo - all you have to do is turn your hand to script writing. Just link the pictures below with some kind of story that's either funny, exciting or just plain excellent.

The four pics are taken from *Indy III* (because there aren't any for *Indy IV*!), and we've set the scene and supplied the first 30-word caption. All you have to do is supply the last three. Write your answers - remember only 30 words per piccy - on a separate piece of paper clearly labelling them Caption B, C and D. Then bung it in an envelope, along with your address and send it to us at: Ooooh! I'd like to win some of those *Indy IV* things, Commodore Format, 29 Monmouth Street, Bath, Avon, BA1 2DL, by May 31 1992.

The one that makes most sense, as well as the funniest, will each win a barrel bag. The other 12 will go to the most original runners up.

And any Fewtch or Goldies peeps caught entering will be made to carry their stuff around in placky bags for a month!

ALL ABOUT INDY!

Indiana Jones and the Fate of Atlantis tells the tale of Indy on the trail of Atlantis - not surprisingly! The Nazis want to find it because Atlantis contains a magical substance called Orichalcum, which will give them the power to destroy the world. Indy wants to find it because it's full of ancient antiques that would make him dead happy - and save the world!

The game is due for release in May and *CF* will be carrying the first full review. Don't Miss It!

SETTING THE SCENE

Indy Jones and three British character actors (you know the sort - spiffing, top hole upper-class types) find themselves on a remote hillside watching the tyrannical Nazi army ship out Orichalcum. They must stop the fiendish plot if mad Adolf's plan to toast the world is to be foiled. Indy has his trusty whip, his gun and a rather natty piece of headgear at his disposal. Suddenly he...

A ...leapt on a nearby motorcycle. Revving he charged the Nazi column head on. His dad muttered "idiot, hit those trucks and we'll explode!". Indy veered to the left hoping to...

B

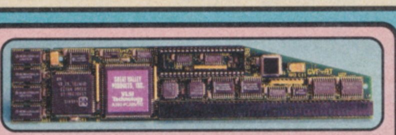
C

D

GVP
GREAT
VALLEY
PRODUCTS

QUALITY AMIGA PERIPHERALS WITH A 2 YEAR WARRANTY

Silica Systems are pleased to present the GVP range of peripherals. GVP are the world's largest third party manufacturer of peripherals for the Amiga range and have a reputation for high specification, quality products. The company was founded only three years ago by a man who understands the Amiga - Commodore's ex-Vice President of Technology. He, along with a team of Amiga experts including other ex-Commodore staff, understand the add-on requirements of Amiga owners better than anyone. Not only do GVP provide peripherals that Amiga owners want, they also offer peace of mind, with a 2 year warranty on the products they manufacture. So, if you are looking for the very best in Amiga peripherals, look no further than GVP.



NEW! OPTIONAL PLUG-IN 16MHz PC286 EMULATOR

- 16MHz 80286 processor
- 287 Maths Co-Processor socket
- 512K of PC RAM plus the use of Amiga RAM
- Supports Hercules, CGA, EGA/VGA (monochrome) and T3100 video modes
- Runs MS-DOS (3.2 and upwards) plus thousands of other PC programs

This powerful 286 emulator module simply plugs into the "mini-slot" of the GVP HD8+ or A530 (without invalidating the warranty). The emulator has full access to the Amiga's resources and allows you to run PC and Amiga programs at the same time, giving you two computers in one.

£249
Ref: EMU 0500

52Mb HARD DRIVE

FOR THE
AMIGA
500

INCLUDES MANY UNIQUE FEATURES NOT FOUND IN ANY OTHER AMIGA DRIVES

IMPACT Series II
GVP
IMPACT Series II
A500-HD+

- **52/105/240Mb LIGHTNING QUICK HARD DRIVES**
  New State-Of-The-Art 1" internal Quantum hard drives, with a 1,100K per second (11ms) transfer rate making this the fastest hard drive available for the Amiga.
- **LEADING EDGE TECHNOLOGY**
  High-tech custom VLSI, Faaast ROM chips and DMA style design, ensure that no other Amiga hard drive will out perform the GVP HD8+.
- **8Mb RAM SOCKETS - UNPOPULATED**
  Inside every drive there are sockets to expand the Amiga's RAM by 8Mb.
- **USES EASY-TO-FIT 1Mb/4Mb SIMMs**
  Memory upgrades. Please order MEM 3632 at £39.95 per Mb for up to 4Mb. To upgrade to 8Mb, please order 2 MEM 3849 at £199.95 per 4Mb SIMM.
- **CUT-OF SWITCH FOR GAMES**
  Features a special games switch to 'cut off' the drive for games that won't work with a hard disk. Most other drives require unbolting from the Amiga.
- **"MINI SLOT" EXPANSION**
  This unique slot has been built-in to allow expansion to be made without using any risky 'pass-through' techniques. See PC286 emulator above.
- **EXTERNAL SCSI PORT**
  Add up to 6 external SCSI devices, e.g. CD-ROM, tape streamers, additional hard drives, removable media, scanners, etc.
- **DEDICATED PSU + FAN**
  Following Commodore's recommendations, the GVP HD8+ is supplied with its own external power supply and cooling fan.
- **FULLY COMPATIBLE**
  Fully compatible with all Amiga 500's (inc. PLUS) and versions of Kickstart.
- **FREE 2 YEAR WARRANTY**

WHAT THE PRESS SAY ......

'Superb build, excellent aesthetics and blinding speed make this the best A500 hard drive' ... - *AMIGA SHOPPER*
'GVP claims this is the fastest hard drive in the world and none of our tests could prove that wrong.' - *AMIGA SHOPPER*
'Overall: Untouchable. THE choice' - *AMIGA SHOPPER*
'Still the best hard drive' ... ***92%*** - *AMIGA FORMAT*

105Mb £499
REF: HAR 0905

240Mb £799
REF: HAR 0942

GVP HD8+ 52Mb HD

£379
ALL PRICES INCLUDE VAT Ref: HAR 0852

A530 ACCELERATOR

- 40MHz 68030EC processor
- Hi-speed SCSI interface with 52, 105 or 240Mb hard drive
- Accommodates up to 8Mb of 32-bit RAM
- Optional 68882 Maths Co-Processor
- Optional PC-AT emulation

40MHz
FOR THE
AMIGA
500

ACCELERATOR + HD + RAM UPGRADE

Plugging a GVP A530 Accelerator into your A500 will boost its speed from 7.14MHz to a blistering 40MHz. The A530 is available with either 52, 105 or 240Mb hard drive and can be upgraded to include an additional maths Co-Processor, 8Mb of 32-bit FAST RAM and much more through GVP's unique "mini-slot".

40MHz-0/52Mb HD	Ref: HAR 0962	**£749**
40MHz-0/105Mb HD	Ref: HAR 0905	**£529**
40MHz-0/240Mb HD	Ref: HAR 0986	**£1099**

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

FOR ALL AMIGAS

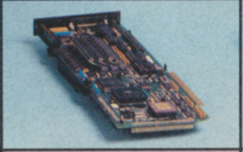
SOUND SAMPLER

- *8-bit stereo sampler*
- *Plugs into parallel port*
- *MIDI support for song input*
- *Extensive editing features*
- *Works with all Amigas*

A low-cost sound and music solution for the semi-professional and audio hobbyist. It consists of a small, high quality 8-bit stereo sound sampler that connects into the parallel port on any Amiga 500, 1500, 2000 or 3000 computer. Combined with one of the fastest, most powerful and easy-to-use sound and music editing programs available.

MUS 2500 **£59.95**

AMIGA 1500 + 2000 + 3000 PRODUCTS

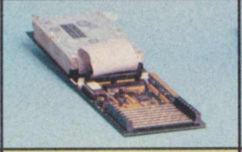


G-FORCE 30-25/40/50

- *68030/68030EC processor*
- *25/40 & 50MHz clock speeds*
- *68882 Maths co-processor*
- *Expands to 16Mb 32-bit RAM*
- *32-bit SCSI controller on board*

These fast 68030/68030EC accelerators with memory upgrade and SCSI interface board deliver uncompromising speed and performance without the high price. Each board comes complete with a 68882 maths co-processor and ROM upgrade as standard.

25MHz/1Mb	Ref: UPG 0110	**£599**
40MHz/4Mb	Ref: UPG 0430	**£999**
50MHz/4Mb	Ref: UPG 0533	**£1399**

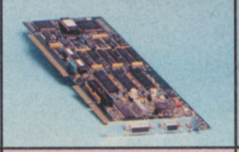


IMPACT II HC8

- *Factory installed Hard Drives*
- *52, 120, 240 & 420Mb options*
- *On-board 8Mb memory sockets*
- *Controls up to 7 SCSI devices*
- *Easy to install SIMMS*

These are the equivalent of the HD8+ hard drive, but for the 1500 and 2000 models. Not only are they some of the fastest hard drives available, but they also incorporate an unpopulated 8Mb RAM expansion board.

52Mb	Ref: HAR 1352	**£299**
120Mb	Ref: HAR 1420	**£449**
240Mb	Ref: HAR 1540	**£699**
420Mb	Ref: HAR 1542	**£1299**

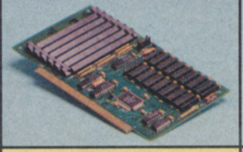


IMPACT VISION 24

- *768 x 580 PAL Resolution*
- *Supports composite video, VHS and RGB signals*
- *Broadcast quality genlock*
- *Now with RGB splitter*

This is the very latest 24-bit Professional Video Adaptor. It features 16 million colours on screen at once, built-in genlock, flicker fixer, frame buffer, frame grabber and digital keyer. Impact Vision 24 comes supplied with Caligari 3D modelling and rendering software, Scala IV24 video titling software, plus Macro Paint 24-bit paint package.

VID 7024 **£1699**



RAM 8

- *Up to 8Mb of FAST RAM*
- *Upgrade in 2Mb increments*
- *Supports industry standard RAM chips*
- *Diagnostic software included*
- *Fully auto-configuring*

A simple and convenient 8Mb RAM expansion board for the Amiga 1500 and 2000. Using industry standard RAM chips, the RAM-8 offers an easy way to upgrade your 1500 or 2000 in 2Mb increments. The RAM 8 is fully auto-configuring and is supplied with peace-of-mind diagnostic software.

RAM 2800 **£99**

SYQUEST 44/88Mb

- *44 or 88Mb removable media*
- *20ms access time*
- *Work with all standard SCSI controllers*
- *External case available for A500 or A3000 users*

GVP are now offering Syquest drives with or without their HC8 controller. They are available in 44 and 88Mb capacities and have a 20ms access time. Each drive comes complete with one removable cartridge. Syquest drives give complete storage flexibility, offering a quick and easy way to add extra storage to your system.

44Mb	Ref: HAR 1554	**£449**
88Mb	Ref: HAR 1678	**£599**

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Tel (Home): .... Tel (Work): ....

Company Name (if applicable): ....

Which computer(s), if any, do you own? 68B

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

G-LOC

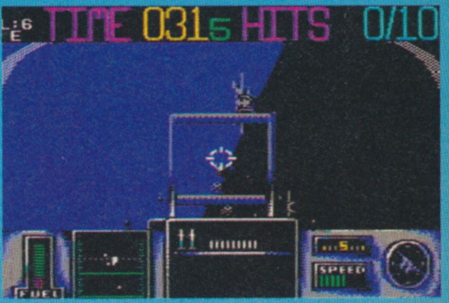
High-speed violence, and lots of it! Planes screaming in at ridiculous angles, streaking the sky with sudden-death. Sidewinders and continuous cannon fire. This made G-LOC an arcade classic, doubly so if you ever had the lunch-losing opportunity to play the R360 model! Can the C64 cope with such conversion pressure? Well, uh, yes it can actually!

Don't expect a carbon coin-op copy when you boot *G-LOC* up, but do expect a rocket-sled ride to Armageddonsville in an F-14 style plane that's crammed with enough missiles to destroy a small continent. Because while *G-LOC* C64 style doesn't exactly resemble the arcade version, it sure plays like it!

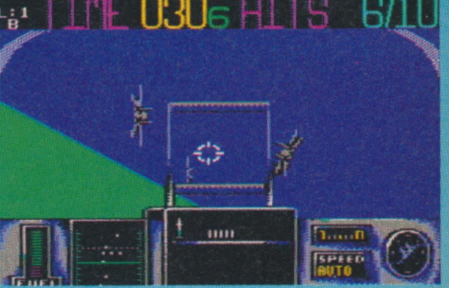
Hurtling along in your Tomcat - well more of a lion with a severe migraine type cat, it's that 'ard - you have to blow 10 enemy fighters from the sky per level. You've got a cannon for short-range shots and long-range lethality, and 30 missiles that are so 'smart' they've got 'A' levels in carnage. Using these you've a few seconds to clear the skies. Fail and it's game over, succeed and you move to a more deadly flight zone, filled with even more enemy fighters.

You're never told why hundreds of people should die, but who cares? You've got the best plane and they haven't! There aren't even any points to be won, the only point is simply to get further, faster than ever before! Obviously, this requires tight flying and sharp shooting, but don't worry because *G-LOC* handles like a dream - albeit a particularly destructive one!

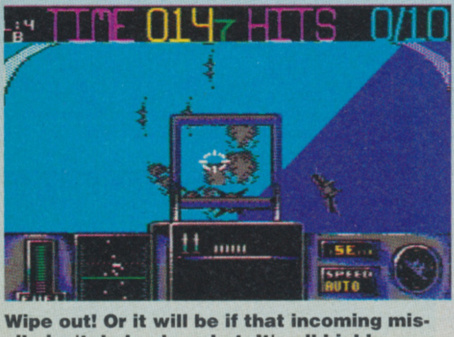
G-LOC is not a flight sim, it's an into-the-screen blast frenzy and the controls are kept to a minimum. The 'stick rolls the plane left and right, up and down. The trigger pressed and held unleashes a hail of white-hot lead death. The bullets look like cannon balls, but it doesn't matter because they really hurt and you've got an infinite supply! F1 knocks the throttle up, F7 knocks it down, allowing you to sprint alongside enemy aircraft or send them screaming past into your missile sights. And it's the missiles, fired with a swift double click,



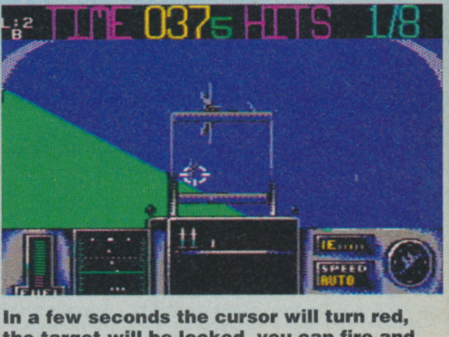
Screaming over the sea, upside down, at night, and blasting for all you're worth! That's *G-Loc* in full arcade effect.



So many planes, but which one do you shoot first. I mean that one in the middle got here first and you don't want to appear rude.



Wipe out! Or it will be if that incoming missile isn't dodged or shot. It's all highly implausible but ferocious firepower fun.



In a few seconds the cursor will turn red, the target will be locked, you can fire and immediately start hunting your next target.

G-LOC Gravitational loss of complexion

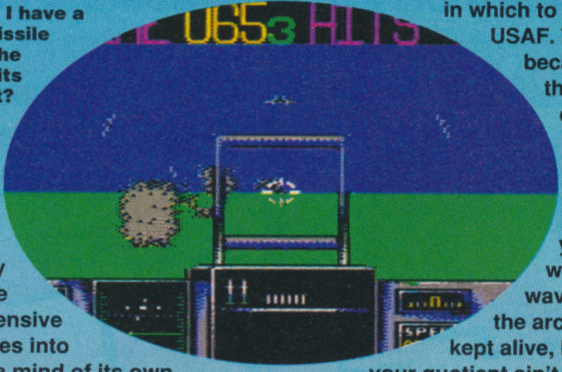
So how does gravity affect you when ninging around at high speed in multi-million dollar aircraft? Along went roving reporter James Leach stuffed with burgers and milkshake, who was then sent up in the air to find out.

1 G: At this level there are no obvious side-effects. Feeling good, looking good, lunch still in place. If I look down all those people look like ants (*they are ants, you fool, you're not flying yet - Ed!*).

3 G: Ooh! My head's going all wobbly. My top lip has gone into wibble mode and my ears have popped. Lunch is getting uppity and I don't feel very well! I wonder what this joystick does. Ahhhhhhhhh!!!!!!

8 G: So that's what it does! I think I've broken the plane and the pilot's gone quiet! Mummy! I've gone quavery! Ug, Watch out Mr pilotman. Bleuuuugh! Sorry, do you want fries with that? I'm sure it'll wash off.

17 G: I'm flat! My head's rubbery and my stomach's wimped out. If I look down now, all those ants look like people! Uh, wake up, Mr pilot, PULL UP!!! (James is currently appearing in plaster at Bath Hospital.)



Scrub one bogey - I have a cold you see. A missile screams off into the sky, locked on to its target. Who's next?

that make *G-LOC* a killer.

Sitting in the centre of your flight screen is a Heads Up Display cursor. This white circle looks inoffensive until an enemy flies into view. Then, with a mind of its own, it begins to home in. When it's looked the enemy over and settled on its tail, it politely turns red to let you know that if you just so happened to launch a missile now, then that kill is guaranteed! The trick is keeping calm enough to hold the cursor over the enemy plane while your ship bucks about and enemy missiles rain in. And as you've only got 30 of the little devils, misfires can cost you the game.

The challenge is to carry on killing as long as possible. On level one you've just over a minute to bag your 10 kills. Succeed with time to spare and you can carry it forward to the next, tougher, level. Fail and you've about two nano-seconds in which to down the entire USAF. Time is the key because in *G-LOC* there are only the quick and the even quicker. The sooner you get your 10 kills the more time you have to deal with the next wave. It's here that the arcade pedigree is kept alive, because killing your quotient ain't hard. Success, though, demands that you drive harder and faster into each ensuing level.

The levels get harder because the enemies start shooting back and develop a sudden aversion to being killed. Their wave patterns become sneakier, and you have to use your speed, guile and memory if you are to clean up even faster than before.

30 missiles that are so 'smart' they've got 'A' levels in carnage

G-LOC's graphics move fast but aren't that stunning. Some screen shots look flat and rough, but when the skies are full of fighters it doesn't matter, there's too much happening! The levels aren't that different, there's just land, sea and night, but again you don't really care. You're here for the action not the view!

As an arcade, *G-LOC* is an 'in yer face' flight fight. With three difficulty levels you can start the shooting straight away. Different tactics and tricks are needed for each level, and finding them allows you to reach new heights, but you could never accuse it of being loaded with gameplay. It won't keep you awake at night pondering its subtlety, but it will drag you back time after time for a furious five minutes of missile-firing fury.

DEATH FROM ABOVE

TRENTON WEBB

Game	***G-Loc***
Publisher	***US Gold***
Cassette	***£10.99***
Disk	***£15.99***
Release	***June***
Contact	***021 625 3388***

POWER RATING

THE DOWNERS...

- Completely devoid of plot, logic or any sense of physics.
- No long-term potential whatsoever; a straight arcade blast.
- Samey gameplay: lock, fire, dodge, lock, fire, dodge...

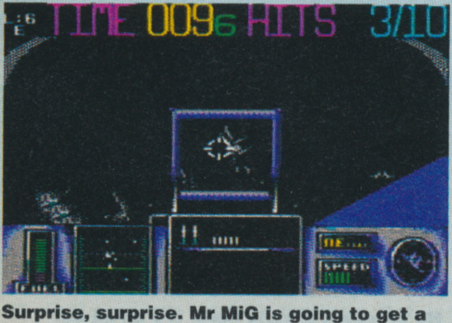
100

79%

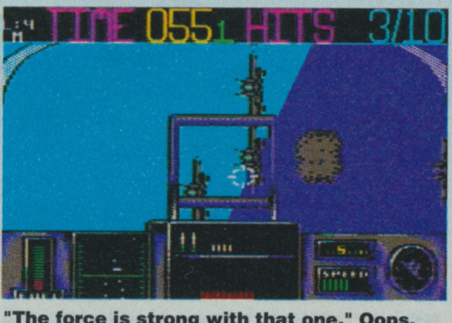
0

- **Fast flying, in yer face, firepower fun!**
- **There are no waits for levels to load.**
- **Variable difficulty makes pacey progression possible.**
- **Has 'high-speed slaughter' feel of the coin-op.**
- **A short-term blaster that puts the hooks in fast.**
- **Sensible key commands make throttle control easy.**
- **Like a flight sim without the hassle!**

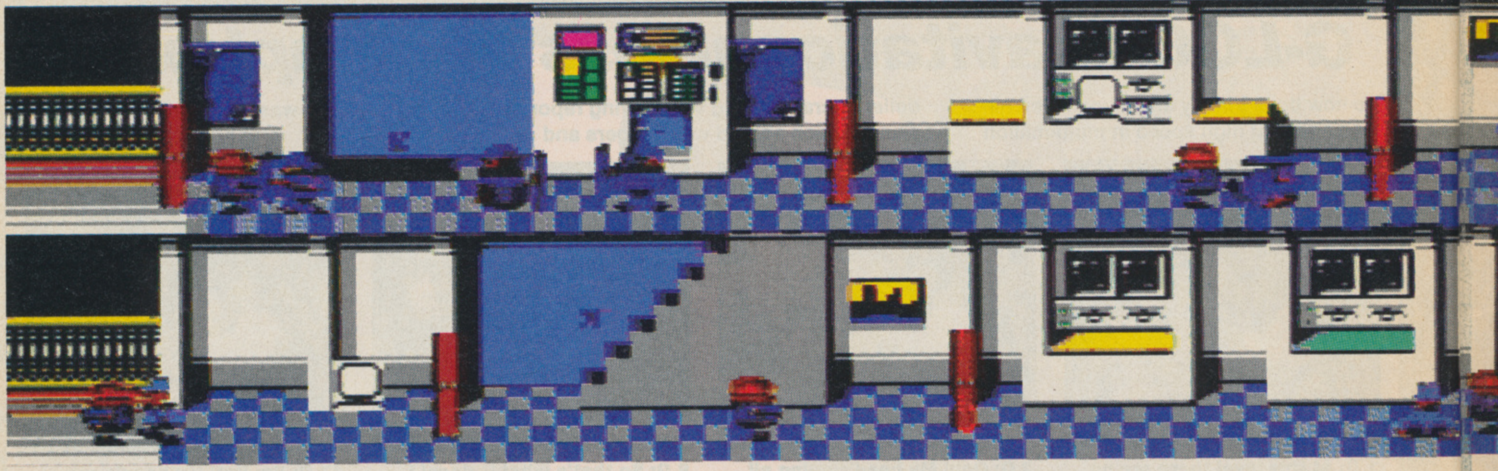
...AND THE UPPERS



Surprise, surprise. Mr MiG is going to get a Sidewinder up the tail pipe - and we aren't talking about indigenous American snakes!



"The force is strong with that one." Oops, wrong game. Same idea though, but this time you're Darth Vader and Luke's history.



BONANZA

My ancient grandfather always used to sit me on his knee and say to me, "Never trust a thin yellow brother and a fat orange brother, especially if they're both wearing dark glasses." And do you know what? He was right.

Mobo and Robo (aka the Bonanza brothers) are thieves, you see. They're cat-burglars of the finest order. Their job is to break into secure places, disable any guards and security devices they find and, er, break back out, having liberated as much dosh as poss'.

And despite looking incredibly stupid, the brothers are very successful at this. So much so, that they've got cars, yachts and villas in France.

But now the bad news. The brothers have retired. They no longer nick stuff. Instead, they spend their days sitting on a sofa and watching children's telly. Theirs is a life of ease.

Brringg brringg! Oh no! What's that? *(It's a 'phone you dimwit - Ed.)* No, this is part of the review. The 'phone rings in the Bonanza Bros household. They answer it and on the other end is an extremely wealthy person. He's got a great idea. Apparently, rich people worry a great deal about their stuff being nicked and who better to test your security than two idiotic-looking ex-crims?

Mobo and Robo agree that, for a fee, they'll break into the rich guy's house and pretend to nick a load of his gear. All the security precautions will be activated, and there'll be guards with guns to make things tougher.

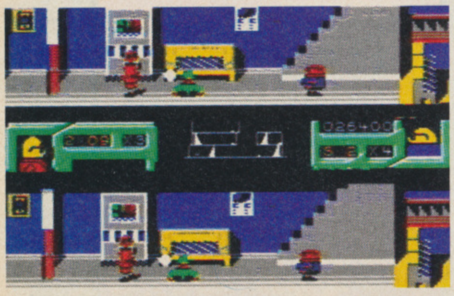
This is where you step in. It's a horizontal scroller in which you (and a friend) can wander around each building (10 to 20 screens). Dotted around are the prizes you've got to nab. But, of course, there are piles of guards too. So you can't just rush up to the goodies, bag them and bug out. You've got to study the guards' movements, work out where their routes take them, then stealthily creep up.

> When the guards carry riot shields the marshmallows just bounce off

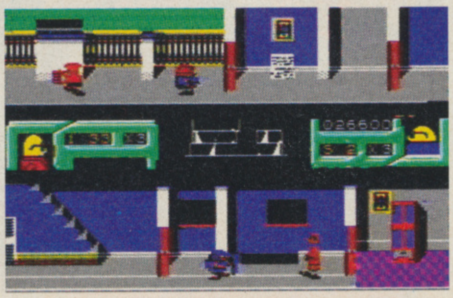
Or you could just shoot them. Both Mobo and Robo carry weird sort of marshmallow-firing stun guns. These knock out guards for a few seconds. The trouble occurs when the guards carry riot shields. The marshmallows just bounce off these, so you've got to manoeuvre yourself behind them in order to shoot them in the back. Not very sporting, but since when has breaking into people's houses and relieving them of quality items been sporting?

Oh, and even worse, some of the guards have marshmallow firers as well. They don't stun you, but take more than a couple of hits and you lose a life.

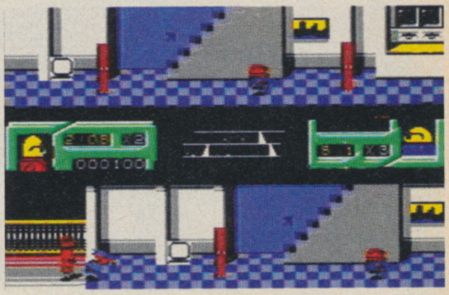
Now we come to the interesting bit. *Bonanza Bros* is best approached as a two-player game. The screen is divided into a top half and a, um *(bottom half? -Ed)*. Yes,



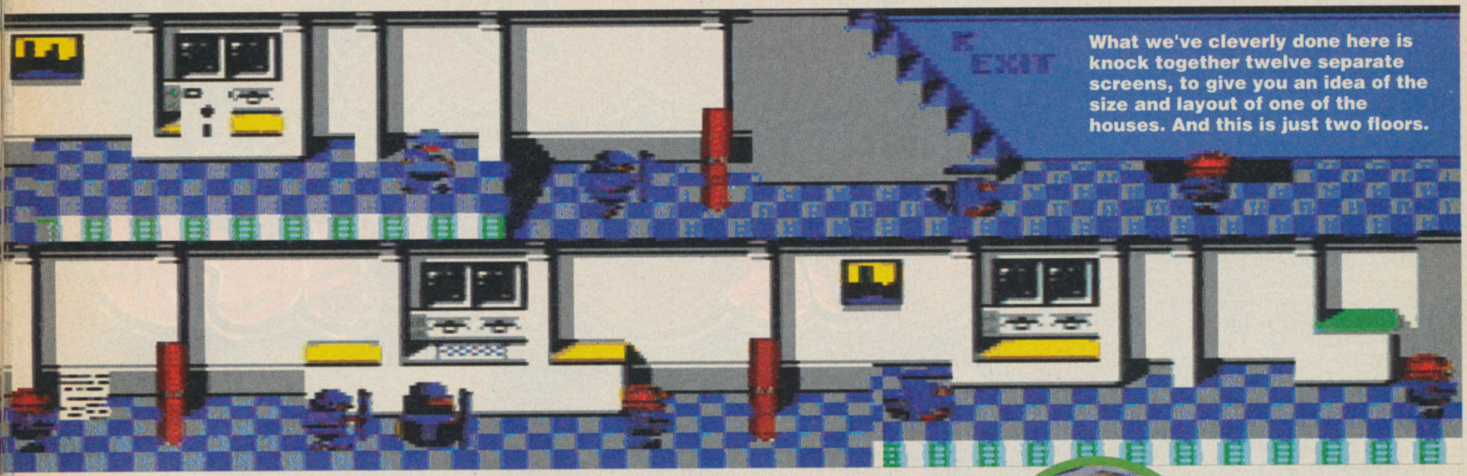
Working closely as a team, Mobo and Robo manage to bungle their stealthy cat-burgling by wandering in through the front door.



Robo (or is it Mobo?) wanders around on the roof, looking for, er, treasure. Or some rather nice guttering, or something.



No creeping around here. It's an all-out assault on the mansion, firing as we go! Hah! Creeping up is only for girls!



What we've cleverly done here is knock together twelve separate screens, to give you an idea of the size and layout of one of the houses. And this is just two floors.

A BROS

indeed. Each contains one of the thieves in the centre of the screen, and scrolls separately. So Mobo and the other one can split up and do more filching apart. Or, if you like, you can simply trail behind your mate and wait for him to alert all the guards, before nabbing the swag for yourself.

The split-screen business works well. It really is like playing two games at once

The split-screen business works well. It really is like playing two games at once, except that you can obviously talk to the other player and work as a team.

Helping you in each location is a map which indicates the general layout of the building. So you can see where all the stairs, dead-ends and toilets are. Very useful because it can get scary being a tea-leaf.

Controlling the characters is tougher than it first looks. This is because you actually do have some 3D movement into and out of the screen. Using this properly is the best way to get past guards, but until you learn how it works, it will make you say some of the rudest words you know.

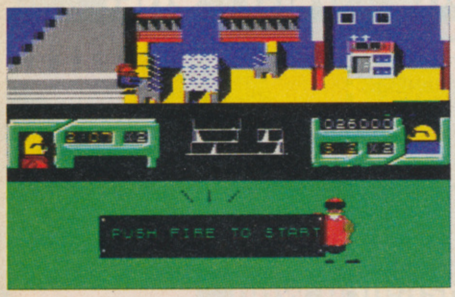
Okay, so you've mastered the control system. What's the game like to play? Well it's pretty darn good. Moving round the houses is weird, and if you can avoid the guards, you've really got it sussed. But sooner or later you have to deal with more of them, blocking vital stairways or doors to dead important rooms. And you can't loiter around for too long because each level has got a fiendish time-limit.

This is a lot of fun, indeed. But not real cat-burgling, where the idea's to get in and out without anybody actually noticing you. Here, you end up knocking everybody out, then trampling them in the rush for the loot.

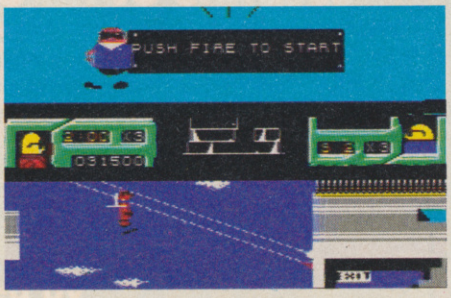
The graphics are smooth, colourful and rather enjoyable. The houses are filled with peculiar furniture, and it's all a bit of a weird dreamland. Even the music's strangely funky.

Bonanza Bros is a different sort of a game. It's got platform elements, plus the two-player split-screen thing. But it lacks that certain something which would make it a Corker. I think it's just not frantic enough. Pity.

JAMES LEACH



Oh what gorgeous art deco furniture. Get the van, Mobo. I'll lug it towards the door. Rats! They've nailed most of it down!



The rope slide is a useful (if not particularly discreet) way of getting out of the house and into that secluded garden shed.

BIG CRIMES OF THE WORLD

On 12 December 1988 three Van Gogh paintings were nicked for a Dutch museum. They were worth £42 million. One was later left in a stolen car outside the museum director's house as a token of goodwill. What a touching thought.

Ronnie Biggs and his gang of 'Great Train Robbers' made off with £2,631,784 in 1963. While they were making their getaway, they played Monopoly™, using the real money they had pinched.

Game	**Bonanza Bros**
Publisher	**US Gold**
Cassette	**£9.99**
Disk	**£14.99**
Release	**May**
Contact	**021 625 3388**

POWER RATING

THE DOWNERS...

- ■ Control is a bit fiddly, and takes some getting used to.
- ■ The action sometimes dies down into boring sorts of lulls.
- ■ Only half the screen is used in one-player mode.

100

77%

0

- ■ **Nice 3D-ish views of the buildings you explore.**
- ■ **Funky sounds go well with the weird style of the game.**
- ■ **Lots of different ways to complete each house keep the interest high.**
- ■ **Two-player mode is brill' and really the best feature.**
- ■ **Later levels have large, fun-to-explore houses, full of guards and people to stun.**
- ■ **Animation of main characters is small but neatly done.**

...AND THE UPPERS

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NEXT MONTH

Cor' strike a light have you seen what's going to be in the next issue of 'Chunky Cat' (rhyming slang for *Commodore Format*)? No. Well, go to the 'keystone cops' (shops) on 21 May and find it on the 'woodland elves' (shelves).

On the front will be 'my old dad' (high-score pad) celebrating the Codies' launch of *Steg The Slug*. A spiffy wipe-clean sheet, you can 'ball gown' (write down) your best 'front doors' (high scores). On the 'pneumatic car jack' (Powerpack) will be a 'management memo' (playable demo) of the *Addams Family* and some smart 'rude names' (full games).

Inside there will be 'delightful seaviews' (exclusive previews) from the ECTS 'Westward Ho' (computer show). There will be a review of 'shut that door' (*Indy IV*), Lucasfilm's latest, while our 'believe the hypes' (techie types) have a 'large meat hook' (in-depth look) at the TIB 3.5" drive.

All this and more will be yours, and in real English too!

Ian
BIG BOOK OF EVERYTHING
Cyclopedia

IAN CYCLOPEDIA'S FASCINATING FACT LIST

Continuing this issue's theme of insects, here are some more facts...

1. The female cicada is the loudest insect in the world. It can be heard over a quarter of a mile away.
2. But an insect once got into the Desert Island Discs studio at Broadcasting House. Its high-pitched buzz was beamed all across the UK and Europe on Radio 4.
3. Sue Lawley presenter of Desert Island Disks once swallowed a greenfly.
4. Interestingly, her ex-nanny is Fiona Higgons, whose father was head of pharmaceutical research at Boots The Chemist in Nottingham.
5. So he could have provided a flyspray. Or a swat or something.

Prize

WINNERS

Bonkers Biking Compo: Mark Fletcher (Glasgow), A Richardson (Todmorden), Susan Webb (no relation) (Peterborough), Steven Symonds (Norfolk), Adam Colford (Leicester), Paul Dwyer (Brighton), James Langdown (Bournemouth), Alex Neave (Essex), Mr G Forbes (Coventry), Richard Sands (Bournemouth), Martin Ramsey (Birmingham), Graham George (Malvern), Paul Crome (York), Jason Harris (West Bromwich), David Taylor (Nottingham), Aaron Kane (Co Antrim), Paula Winstanley (Lancs), Gareth Turner (Birmingham), T Smyth (Co Antrim), Matthew Scott (Lincoln), Peter McVicar (Plymouth), Steven Wilson (Strathclyde), James Lucas (Porlock), Alan Reid (Stevenage), Granville Fowle (London), Andrew Dunn (Warrington), Lloyd James (Lossiemouth), Kevin Chapman (York), Leigh Smythe-Samuels (Birkenhead), Wayne Bawden (Durrington), Martyn Collis (Redditch), Claire McAllister (Co Down), A West (South Shields), R Bower (Crawley). Congrats and all that kind of thing. Your prizes will be in the post before you can say "Taumatawhakatangihangakoauauotamateaturipukakapikimaungahoronukupokaiwhenuakitanatahu".

ARGGGH! I KNEW THAT!

Last Month's pets' names were: Indiana, Nicodemus, Pugsley, Toto, Clyde and Rex. So they weren't too tough, but how's your music knowledge? What do the following bands and song abbreviations stand for: Carter USM, Rhyme Syndicate's OG, KLF's JAMM, LFO, Mel and Kim's FLM, ELO and PWEI. Now some of these are a tad obscure and we can't guarantee the bands or songs' artistic integrity, but do you know what the initials stand for? There are no prizes, no entries, it's just for fun!

SECONDS OUT! ROUND TWENTY-ONE!

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the June issue, on sale from Thursday 21 May 1992. Ta' very much!

MY NAME______________________________

MY ADDRESS___________________________

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You get to the newsagents early on 21 May. Hordes of people are queuing. The doors open and things start to get ugly, with 40 folk fighting for five *CF*s. But dead cocky you stroll to the counter and ask for your reserved copy, you're sure of your *CF* 21 aren't you? If not, just fill out this form, hand it to your newsagent and avoid a broken nose!

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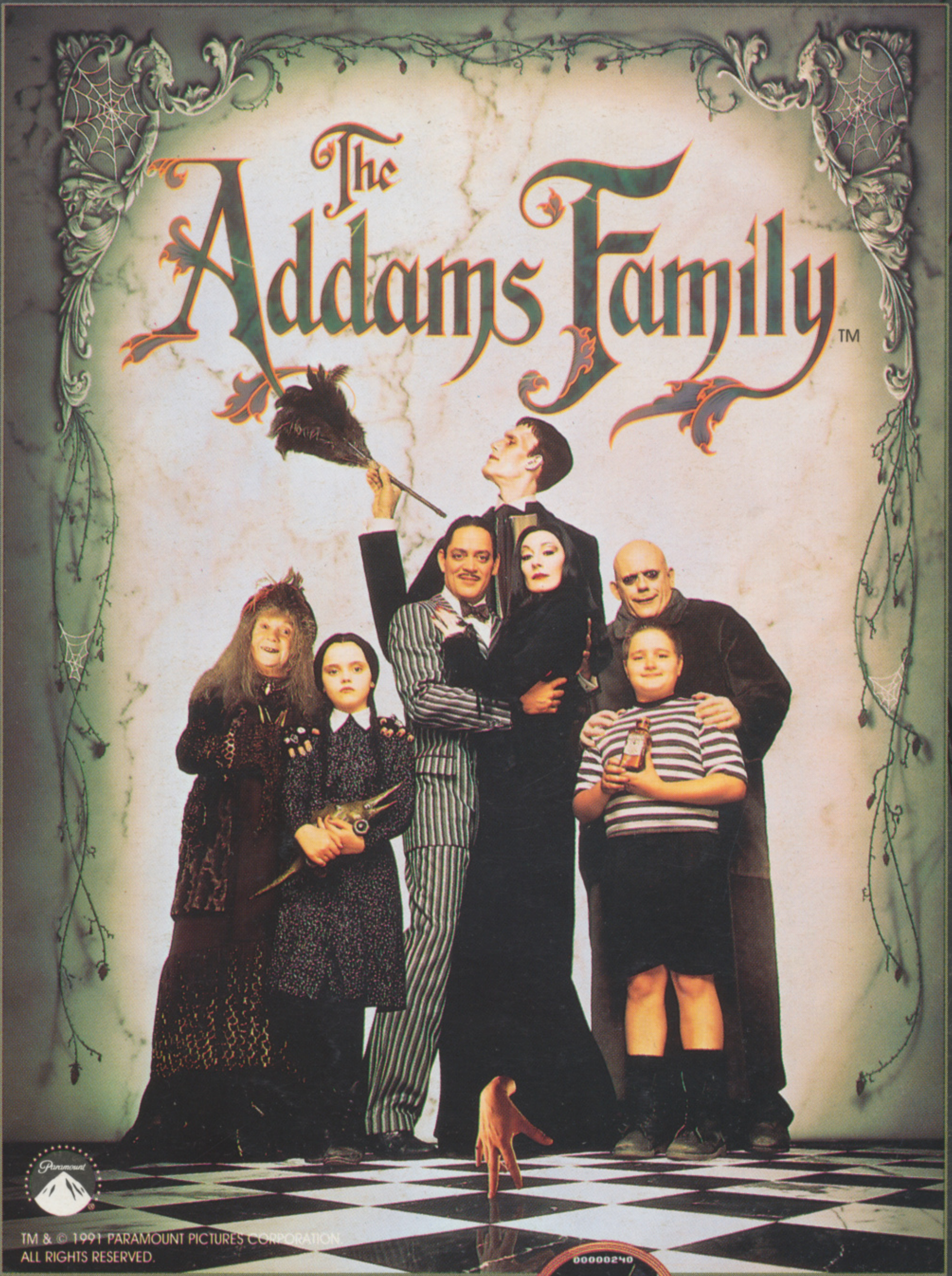

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They do what they wanna do...
But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.

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05
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02

play how they wanna play...
But watch out for Tully - he plays mean. Tully is the trecherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.

say what they wanna say...
But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.

THE GRAVEYA

dance how they wanna dance...
And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

Live like they wanna live!

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